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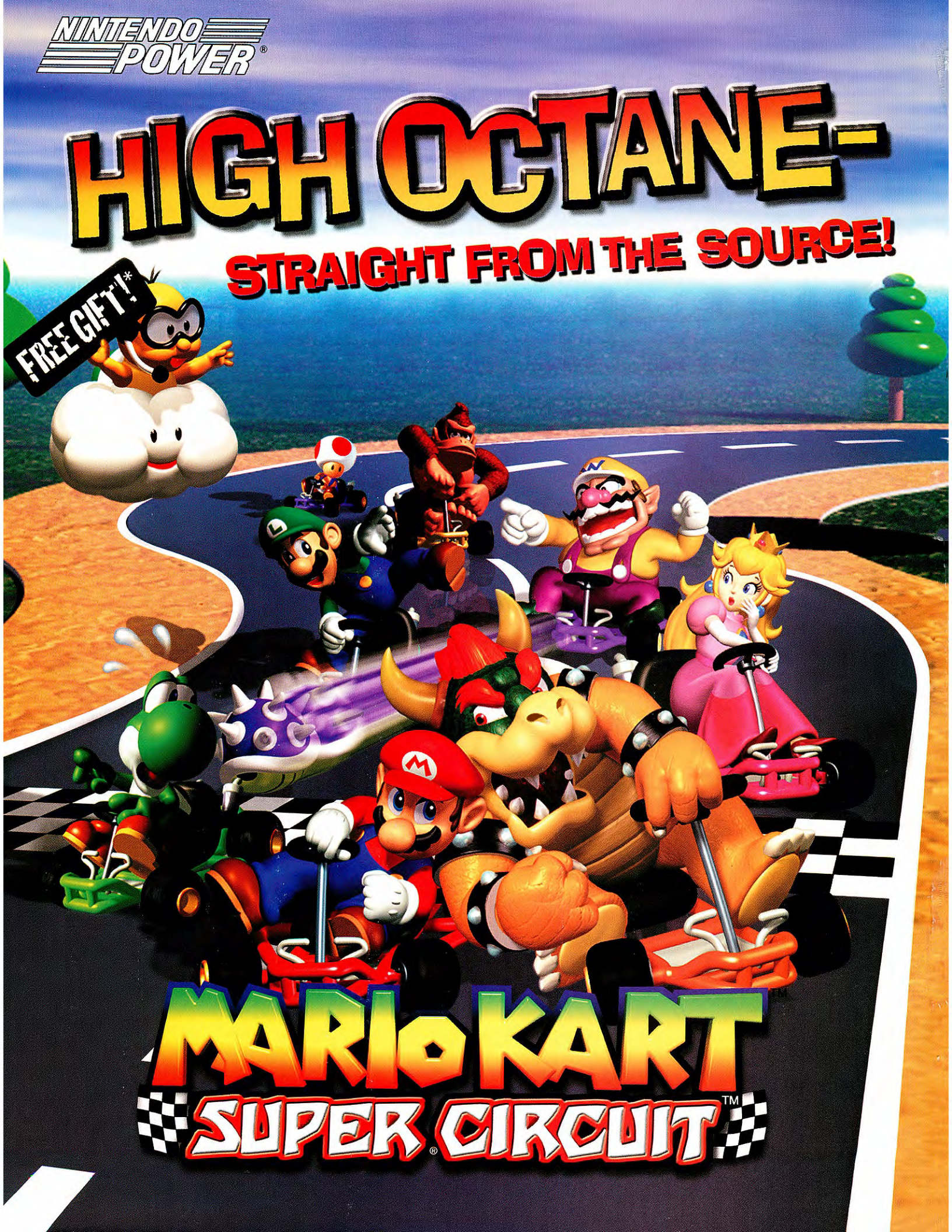
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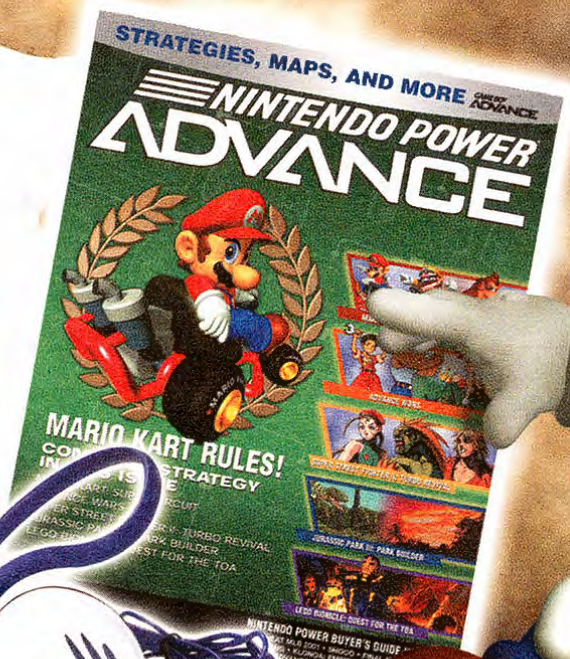

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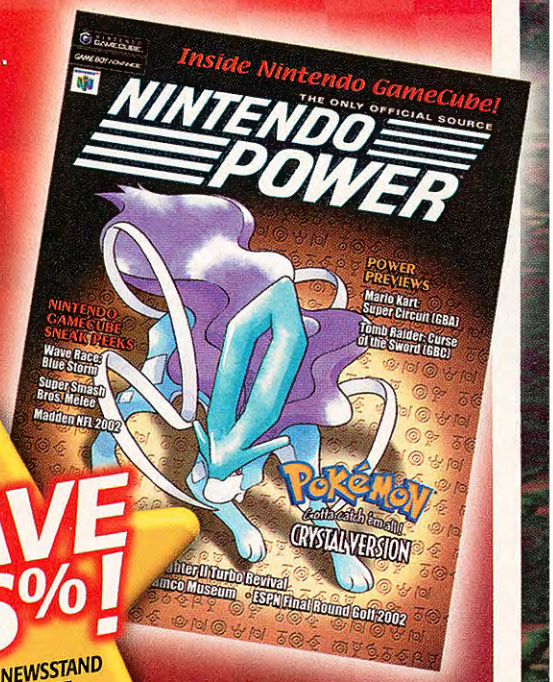

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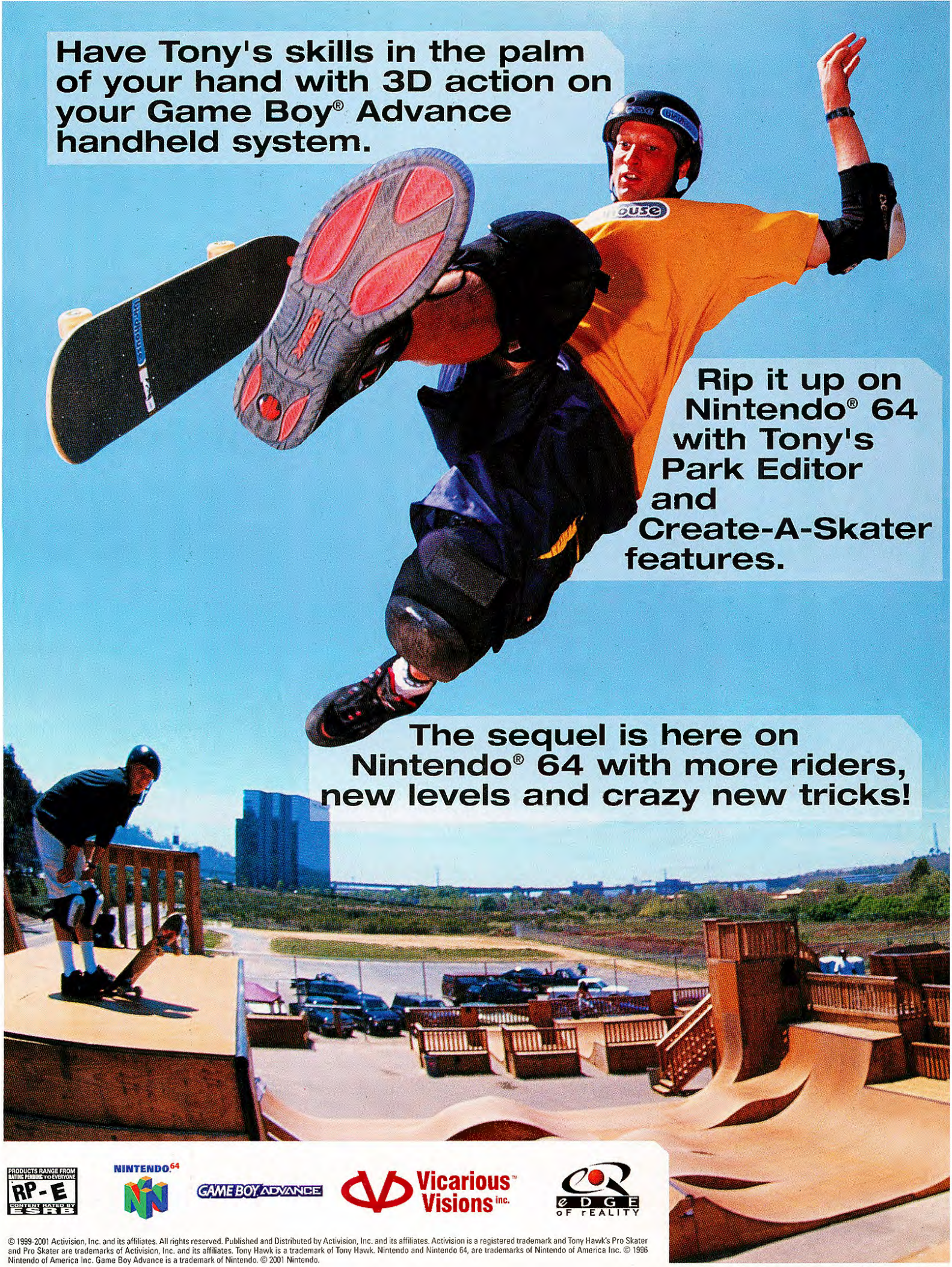
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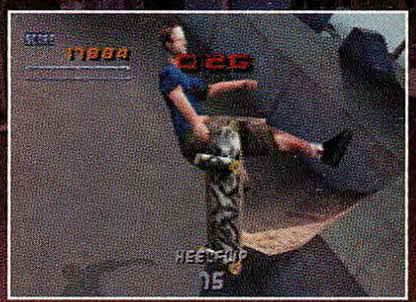

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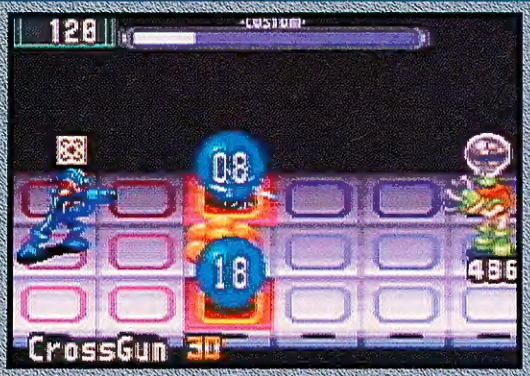
MARIO KART™ SUPER CIRCUIT™

War on Wheels. . . . 24

Mario Kart: Super Circuit is loaded with features. Our cover story on the game puts the focus on its multiplayer options, with a kartful of strategies for the battle arenas and in-depth discussions on using each item. If you're planning to link with your pals on the Super Circuit, you'll want to study our review first to gain the winning edge. When all is said and done, you'll be at the highest spot on the victory stand.

Network News. . . . . 42 **Cold Ice, Hot Hitz . . . 50** **Hawk Highlights 88**



Mega Man becomes your virtual PET (PErsonal Terminal) in a GBA mission to stop the evil WWW forces from taking over the world's electronic devices in Mega Man Battle Network. Our MMBN strategy review delivers an in-depth analysis of the game's unique combat system and reveals the location of hidden mystery data. Cyberrific!

NHL Hitz 20-02 is the wildest show on ice—a 3-on-3 hockey blitz for Nintendo GameCube. Nintendo Power went on the road to talk to the designers at Black Box in Vancouver, Canada, for an exclusive interview on the making of the game. Throw down the pads, roll up your sleeves and get ready to rumble on the ice.

Take to the air with Tony Hawk and a field of skate pros in the N64 version of slick, supersick skateboarding sequel Tony Hawk's Pro Skater 2. We give you tips on the trickiest parts of the game, including details on how to capture all of the Secret Tapes. It's a phat ride through a monster hit.

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John Rice
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Sarah Robinson

Cover Design
Griffes Advertising

Sales and Marketing Manager
Jeff Bafus

Marketing Specialist
Malinda Miller

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PLAYER'S PULSE

It's a Player's Pulse E3 extravaganza as readers sound off on the most-wanted games and biggest surprises from the industry's annual show. We're also laying down the straight story on Mega Man vs. Mario, the Game Boy Advance flicker switch and a brand-new Dragonball Z game for the GBA. Go, Goku, go!

THE E3 MARQUEE

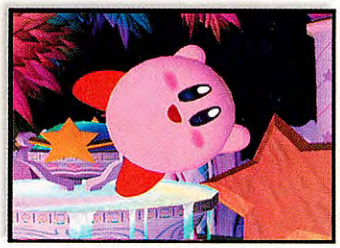
I think the Nintendo GameCube (GCN) looks sweet! It has the best graphics and the discs are only three inches—that's cool! How much is GCN and when will it come out?

Matt Henties
Via the Internet

In case you missed it, the GCN will be released on November 5, 2001 and retail for $199.95.

The GCN graphics are so real it's beginning to scare me! The game that's a must-have is, of course, Super Smash Bros. Melee. It's sure to be the spark plug of any party.

Tony Staeger
Kewaunee, WI



I must get my hands on Super Smash Bros. Melee. I know it will be on everyone's wish list when they get a GCN. What does "melee" mean, though? Is it like a tournament or something?

Kevin Autry
Liberty, NC

Merriam Webster's Collegiate Dictionary defines the word "melee" as "a hand-to-hand fight among several people." Of course, we'd include large apes and spacebound foxes in the Nintendo definition.

Will the GCN's characters speak? People spoke in Star Fox 64, and that was made four years ago! I get tired of making up voices while reading the dialogue to my friends, especially in Donkey Kong 64.

Anonymous
Via the Internet

The GCN has the ability to let characters speak, but individual programmers make that decision on a game-by-game basis. So far, we've heard plenty of spoken dialogue in Star Fox Adventures: Dinosaur Planet, Luigi's Mansion and Star Wars: *Rogue Leader: Rogue Squadron II.*

I think about how Nintendo went from the NES to the GCN, and the change is huge! I have to get Super Smash Bros. Melee—and since my sister hates monkeys, I want to get Monkey Ball to annoy her.

Justin Hirose
Via the Internet

How can anyone hate monkeys? Maybe she needs to play more DK 64.

I'm convinced that a combination of Game Boy Advance and GCN is the best. It's like Michael Jordan—it can't be stopped. It can only be contained.

Andrew Wong
Via the Internet

Unlike Jordan, GCN will never be caught hawking shoes or sports drinks during athletic events.

Mom, can I please have Pikmin? Mom, can I please have Pikmin? Mom, can I please have Pikmin? Oh, and how much does each game cost?

Paul Naismith
Via the Internet

The average GCN game will have an MSRP of $49.99, though that may vary slightly from title to title.

I read about *Star Wars*: Rogue Leader: Rogue Squadron II and I was blown away. I really like the fact that you can fight in space and order your Rogue mates around.

Eric Warrian
Via the Internet

Luigi's Mansion isn't rich enough in story. I mean, you just run around catching ghosts for a nerdy

LETTER OF THE MONTH

On Tuesday, June 26th, the game show "Who Wants to Be a Millionaire?" had a question about the meaning of the word Nintendo. They said the correct answer was something like "leave it to heaven." I have a couple of questions: Is that really what it means, and did the NP staff know the answer?

Ernie Howard Jr.
McRoberts, KY

You know you've hit the big time when Regis talks about you. But to answer your question, the literal meaning of the word "Nintendo" (which is actually composed of three Japanese words—nin, ten and do) is "We do what we can, the best that we can, and await the results." And, of course, the entire NP Crew was shouting the answer at the TV.

researcher. What kind of game is that?

Anonymous
Via the Internet

Saying Luigi's Mansion is all about catching ghosts would be like saying Super Mario 64 is all about a guy stuck in a castle. There's a lot to do in Luigi's scary new adventure, and NP's coverage has only begun to scratch the surface.

I was extremely surprised that Nintendo put on such a good show at E3. I have only one concern: Why are the Memory Cards only four megabits? Will we need a Memory Card for every game we buy?

Jonathon
Via the Internet

Actually, four megabits is a fair amount of space. It doesn't take a whole lot of memory to save a game, especially if it uses preselected save points. In addition, the Matsushita Company is planning to release a 64 MB Memory Card for memory-heavy games like Madden NFL 2002—where dedicated players need to save seasons, rosters, stats, game preferences and created plays.

Do all GCN Controllers have built-in rumble features, or do you have to buy a separate Rumble Pak?

Chris Collard
Via the Internet

No more battery switching! The official GCN Controller contains a built-in rumble accessory.

I was surprised when Mr. Miyamoto received the Zora guitar. Does he go around annoying you guys with the electronic screeches emanating from his new toy?

Anonymous
Via the Internet

Mr. Miyamoto works at Nintendo of Japan, so we just hear the occasional faint chord.

I was reading about the GCN and saw previews for Animal Forest. I heard about this before, and it looks like a really tight game. But in some previews they said it might come out on the N64. Will it be released on both systems?

Jon Lacina
Via the Internet

Animal Forest is one of the more unusual games we've ever played, but it's also a ton of fun and highly addictive. It was released as an N64 game in Japan, but lucky North American gamers will get to play it on the GCN.

Hey, when is the release of Nintendo Power GCN? You know, the game where you get to live the life of writers from Nintendo Power? I can't wait!

Matt Griffis
Via the Internet

It was canceled when the legal department decided the game was too scary to be released.

LIFT THE DARKNESS

I was on the Web the other day, and I went to carringtoninstitute.com and found a restricted area that requires a password. Is there a way to get into that, or is it just there to make the site more realistic?

Anonymous
Via the Internet

We asked Daniel Carrington if he knew anything about it, but he gave us the cold shoulder—so we snagged his wallet when he wasn't looking. Use the user name SOLARIS and the password PAL32VER21Z to access the Agents Only area.

DON'T TOUCH THAT!

I found a site on the Internet that says you can adjust the brightness of the Game Boy Advance screen by using a secret button. Then I read another article that said you shouldn't do it because it will cause your screen to blow and wreck the GBA. Is this safe to do?

Triple J 3000
Via the Internet

The "secret contrast adjuster" was big news in the first weeks after the GBA launch, but don't fiddle with it! The "adjuster" in question is actually a flicker control that regulates the positive and negative electrical charges flowing to the screen. Tampering with the flicker control will cause the screen to build up an electrical charge, possibly ruin your Game Boy Advance and void the warranty to boot. The flicker control should be touched only

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MEGA MARIO MAN

How many games have Mario and Mega Man starred in? My brother says Mario has been in more, but I say Mega Man. Please settle this argument.

D. Burnett
Via the Internet

Sorry, D., but your bro has you beat by a mile. Mario has appeared in a whopping 46 games across every Nintendo system ever made—though that number includes identical titles that were released on different systems, such as Dr. Mario. Poor Mega Man has appeared in only 18 games on Nintendo systems, a puny number when compared to the king!

PLAY BALL

I was wondering if All-Star Baseball 2002 is coming out, or if it's out already.

Adam
Via the Internet

Acclaim has announced plans to bring All-Star Baseball 2002 and 2003 to the GCN.

A SNEAKY SCIENTIST

Considering what an acclaimed scientist he is, you'd think Professor Oak would have better things to do than spy on me 24/7. Every time I try to use an item I shouldn't, he says, "This isn't the time to use that." How would he know? Is he keeping tabs on me?

Anonymous
Via the Internet

The good professor likes to keep a close eye on his protégés, so he's set up an intricate system of cameras around Kanto and Johto. Kind of eerie, no?

TODDLER TALK

Some gamers and game companies say that Nintendo is a "toddler" or "kiddie" system. I think it isn't true. Look at Perfect Dark or Eternal Darkness. I think they're just jealous 'cause they failed at E3. What do you think?

Puff
Via the Internet

While we wouldn't dream of saying that anyone "failed" at E3, it's true that Nintendo pretty much stole the show. As for gamers who fear that Nintendo is only for people who are six or younger, rest assured that we will continue to make games for players of all ages. And remember, kid-friendly games can still be a blast. Super Smash Bros., Paper Mario and Ocarina of Time are proof of that.

HOWDY, NEIGHBOR

A few days ago, I was really bored and playing around with an online encyclopedia when I noticed that Microsoft is also in Redmond, Washington. Are you guys really neighbors?

Eric Banaga
Danville, CA

It's true. In fact, we're so close to each other that Donkey Kong can hit Bill Gates's office with a well-aimed coconut.

DRAGONBALL DREAMS

Your magazine just said that there were no plans to release a Dragonball Z game, but the official DBZ website says that one will be released this winter! Why didn't you tell us?

Brandon Pearson
Via the Internet

POWER CHART

Super Mario Bros. The Legend of Zelda. The names are household words, but what about games with—ahem—unusual titles? Below, we've listed ten of Nintendo's strangest monikers ever. The games may be good, but the names are definitely out there. You'll earn bonus points if you know which system each one was released on!

TEN ODD DUCKS

1. **Yo! Noid**
2. **Kablooey**
3. **Mappy-Land**
4. **Spanky's Quest**
5. **Hatris**
6. **Cacoma Knight in Bizyland**
7. **Operation Logic Bomb**
8. **Chubby Cherub**
9. **Rex Ronan: Experimental Surgeon**
10. **Princess Tomato in the Salad Kingdom**

YOU'RE BOTH WINNERS!!!

It's a double dose of Player's Poll contest champs this month, beginning with a journey down under. Alex Demarais, shown to the right, won a trip to Australia's Gold Coast. Joined by NP writer George Sinfield, Alex and his family received star treatment at the Warner Bros. Movie World theme park—including a private screening of a Marvin the Martian—In The Third Dimension! movie. They also cooled off at the Wet 'n' Wild Water Park and got up close and personal with Aussie wildlife at the Crocodile Hunter's Australia Zoo. Our other winner was Rory Pavoggi. While most people won't play the Nintendo GameCube until November, Rory beat the rush by winning a trip to this year's E3 show. At E3, Rory and NP writer Jason Leung got hands-on experience with upcoming games, including Wave Race: Blue Storm, Luigi's Mansion, and his favorite new game, Super Smash Bros. Melee. Congrats to both of our winners!

Well, Freezer was holding us hostage and Trunks had to run in and save us . . . Actually, we found out about the new DBZ game only after the issue in question (Vol. 144) had gone to press. The new GBA Dragonball game is tentatively titled The Legacy of Goku and is slated for release in late 2001 or early 2002.

FIRE IN THE HOLE

Something's bothering me. I recently bought Ocarina of Time, and the music in the Fire Temple is different from my friend's version. There's a choir in his version, but in mine it's not there. It's really freaking me out!

Juztyn Kauppman
Via Mail

The original release of Ocarina of Time did have choir music in the Fire Temple, but it was removed from later versions. The mysterious Fire Temple choir music resembled a holy Muslim chant. And while, of course, the game's creators didn't intend for that to happen, it was similar enough that Nintendo changed the music.

WHAT'S THAT PHRASE?

What's up with NP using the phrase "I, Robot?" I've seen it printed in the Mega Man 64 article (Vol. 141) and the Earthbound player's guide, but I'm in the dark on where it came from.

Jon Chang
Via the Internet

I, Robot is the title of a novel by the master of science fiction, Isaac Asamov.

OK . . . STOP NOW . . .

I was playing Paper Mario and once I finally defeated Bowser I watched the credits. Then Mario and Princess Peach started watching fireworks and never stopped, so I didn't get to save! What's up?

Dimi Filandrianos
Via the Internet

That's the ending. The final save point in the game occurs just before you fight Bowser, so if you want to track down badges or Star Pieces, be sure to get them before entering Bowser's Castle.

YOU GO, GIRL!

Have you noticed that almost all video games have male heroes? What's up with that? Girls can hold a sword, solve mind-bending puzzles and kick some serious villain booty, too. There are only a handful of games these days with female heroes, and I speak for girls everywhere when I say that we've got serious girl power, too!

Kyria Hoffman
Via the Internet

More boys than girls play video games, so there's naturally going to be an imbalance—but there's not a gamer alive who wouldn't call Joanna Dark, Samus Aran or Lady Sia a hero. This is a debate as old as video games themselves, but worth revisiting. Check out Write Away, Right Away, for a chance to give female heroes their due.

Border Art Provided By:

Steve Blumenthal, Newtown, PA
Laura Campanelli, Virginia Beach, VA
Alex Higueras, San Francisco, CA
Jeremy Hsu, Springfield, VA
Tom Jordan, Brooklyn Park, MN
Mark Keller, Crookston, MN
Kiiro Huang, Cupertino, CA
Melissa Lopez, Ogden, UT
Jeff Macksamie, Rochester, NY
Tom Robertson, Mendon, MA
Tyler Thompson, Fawn Grove, PA
Martin Tovar, Kirkland, WA
Brandon Toy, Pacifica, CA
Nathan Trafford, Lake Jackson, TX
Ben Warrell, Peyton, CO

WRITE AWAY, RIGHT AWAY

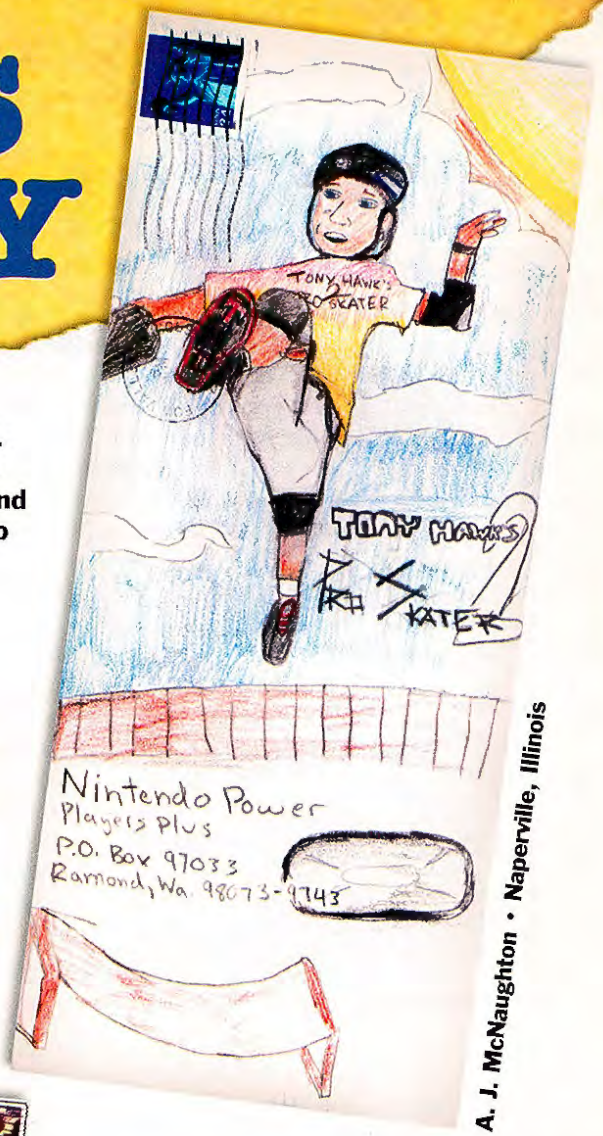
Girl gamers are a fierce lot, and they make up one of the fastest growing segments of the video game community. So who are your favorite female heroes? Samus? Paula from Earthbound? Sheik? And do you think women get the short end of the gaming stick? Send your questions, comments and mad rantings to the address at the bottom of page nine.

ARTIST'S GALLERY

We're agog over your GBA art, and also happy that Chu Chu Rocket and Sonic the Hedgehog made the cut. (Sonic on a Nintendo system? It STILL feels weird to say that!) Our next topic requires some detective work on your part, because we want to see your take on rare and overlooked games. Body Harvest? Brain Lord? Obitus? It's up to you, but we'll print the best in our December issue.

Christopher Sarris • Chesterland, Ohio

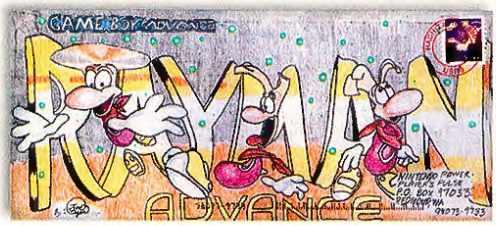
Jimmy Dinh • Lawndale, California



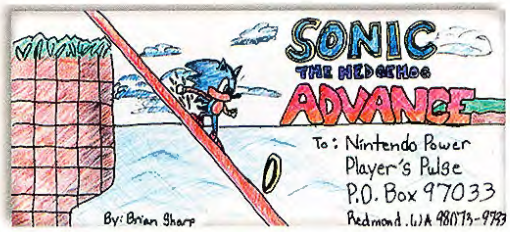
A. J. McNaughton • Naperville, Illinois

SMA
Mario and crew have taken an Advanced Leap onto the Nintendo Game Boy ADVANCE
Nintendo Power Player's Pulse P.O. Box 97033 Redmond, WA 98073-9733

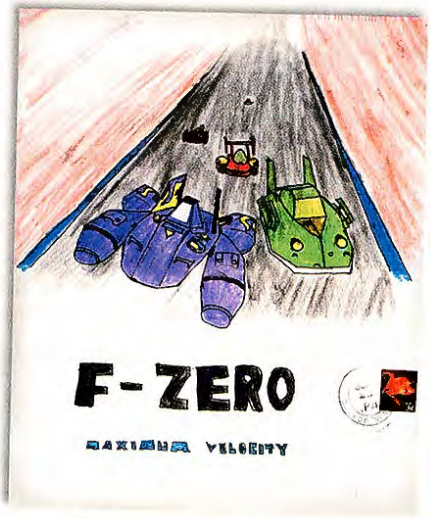
Josh Gilbert • Mayville, New York



Joel Dyer • Hachita, New Mexico



Brian Sharp • Dayton Beach, Florida



Femi Oniya • Germantown, Missouri

Steve Smith • Farmington Hills, Michigan

Scott Weber • Glenshaw, Pennsylvania

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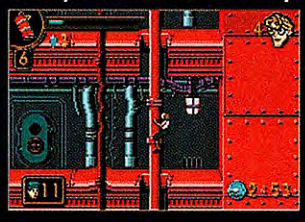
GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS

SUPER MONKEY BALL

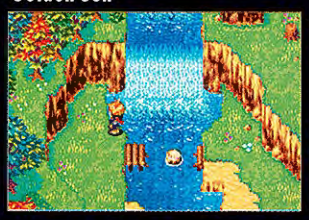
THIS MONTH

Disney's Atlantis: The Lost Empire



Doom

Golden Sun



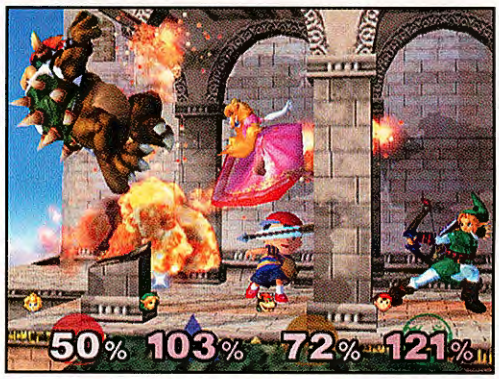
Gradius Galaxies

Also this month:
NFL Blitz 20-02
X-Men: Reign of Apocalypse
Back Track
Batman: Vengeance
Frogger's Adventures: Temple of the Frog

NINTENDO PREPARES FOR SPACE WORLD

Nintendo's annual show in Japan is scheduled to begin August 24th and run through August 26th at Makuhari Messe near Tokyo, and the who's who of the gaming world will be on hand to see the latest versions of Nintendo GameCube and Game Boy Advance titles. The first day of the show will cater exclusively to industry pros and members of the press. After that, the doors will be flung open to all comers. Thousands of gamers from around Japan will attend Space World on August 25th and 26th, getting their first hands-on experience with Nintendo GameCube and titles such as Luigi's Mansion, Pikmin and Wave Race: Blue Storm. A daily Super Smash Bros. Melee tournament is planned. Competitors will battle each other in two preliminary rounds before reaching the final round, which will take place on the big stage for everyone to watch. Two grand SSBM champions will be crowned each day of the show. An even longer line will form for Space World's Celebi E-Card. The hidden Pokémon from Gold and Silver is the subject of the first E-Card, and the E-Card Reader will be shown to the public for the first time, as well.

For those who just want to know more about Nintendo's lineup of games for GCN, GBA and Game Boy Color, there will be a press conference on August 23rd that will include appearances by Mr. Miyamoto and Nintendo's Director/General Manager of the Cooperative Planning Division, Mr. Iwata. Several games for GCN and GBA will be unveiled for the first time, and Mr. Miyamoto has said that he will talk about the interconnectivity of the two Nintendo consoles. With more than a dozen Nintendo GameCube titles, over 50 GBA games and several GBC games on hand, visitors to Space World will have to come early and stay late to take it all in. Fortunately, you can get live reports at the official website for Space World coverage, nintendo.com.



SEGA'S MONKEY BUSINESS

Sega has a recipe for creating fun for Nintendo GameCube players. It starts with a small, hairy primate that's placed inside a clear ball. Add a course that tilts, sprinkle it with obstacles, throw in some bananas and you're ready to gorge—Super Monkey Ball-style. The tasty dish is already a runaway hit in Japanese arcades, where it was released recently. The next test will be when SMB rolls into the GCN library.

MONKEY SEE, MONKEY ROLL

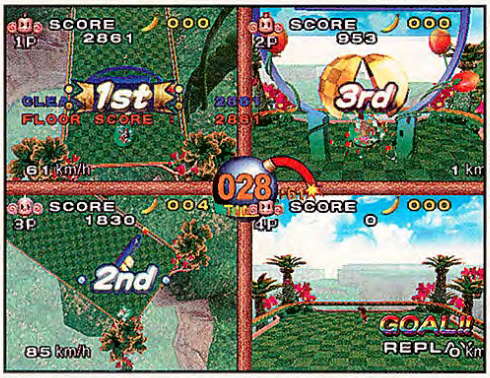
Super Monkey Ball may seem like a very simple idea, a sort of Marble Madness with monkeys, but the multiplayer funfest will charm you in three brightly rendered dimensions. The game begins with simple courses and adds obstacles and puzzles to keep you hooting for more. Players choose from one of three monkeys. You and your chosen primate will then scamper into action on 100 levels. During the game, you'll guide the ball around the course, collecting bananas and avoiding bottomless drop-offs, while trying to reach the exit gate within a limited time. And that's just for starters. In multiplayer modes, players race each other on the perilous paths to see who will cross the finish line first. Up to four players will be able to take the ape/man challenge and you can really stir up things by using power items to shrink your buddies or change elements of the course. You can bet that your friends will be lined up to grab the controls if anyone is lame enough to step away for any reason.

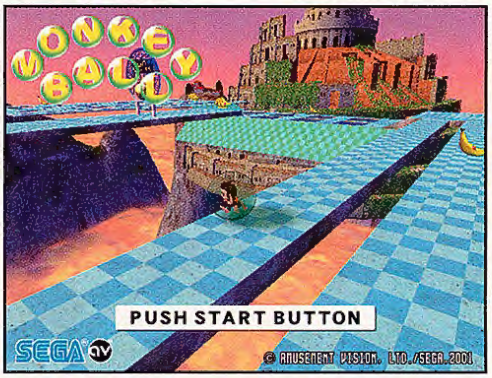
SIMIAN SCIENCES

Even though the game may sound simple, the technology behind it is eye-popping. Sega uses the power of the GCN to provide sharp, colorful graphics that run at 60 frames per second. Transparency, lighting, detailed texturing and superior motion physics are just some of the technological achievements that make Super Monkey Ball look like a million bananas.

MONKEYS JUST WANT TO HAVE FUN

In the final analysis, however, monkeys (like people) just want to have fun, and Super Monkey Ball is all about fun. It was one of our favorites at E3, and it's bound to be one of your favorites when it's released for the GCN. It's fast and crazy, and it keeps players hovering on the edge of disaster. What more could you ask for? Next month, be sure to join Nintendo Power as we monkey around with a preview of SMB.





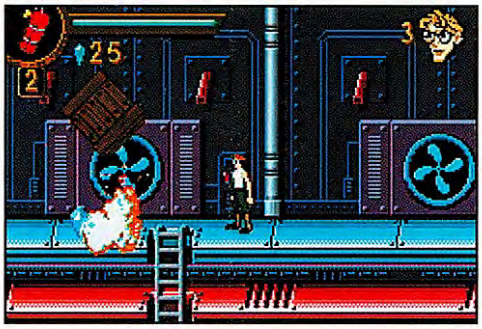
SEGA SHOCKS THE MONKEY!

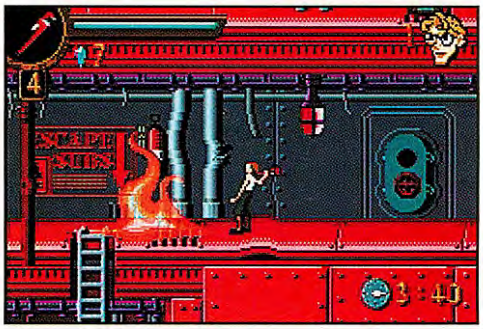
FIRST PLAY

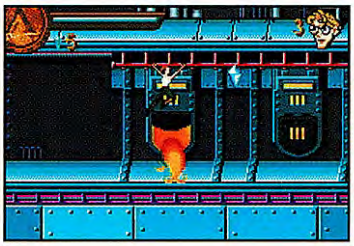
HANDS-ON PREVIEWS OF UPCOMING GAMES

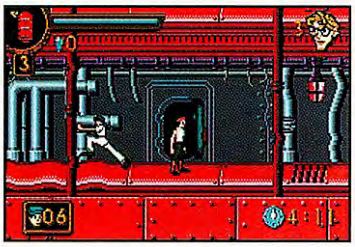
THE LOST EMPIRE IS FOUND

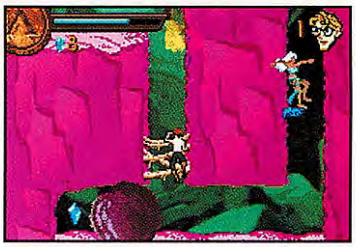
Milo James Thatch sets out on one of the great GBA adventures—the search for Atlantis—in Disney's Atlantis: The Lost Empire from Activision. The Game Boy Advance take on the recent Disney animated hit traces the events of the movie, following Milo as he makes his way to the sunken empire in 10 action-packed levels. Controlling Milo in the game, players will collect crystals, help other characters complete tasks and perform an amazing amount of stunts—from shinnying up pipes and swinging from bars to piloting a submarine. You'll explore caves, ships and aquatic cities and battle sea monsters and the nefarious Commander Rourke. It's all in a hard day of adventure for Milo. The Lost Empire features super GBA graphics, a well-orchestrated sound track and impressive play control. From the big screen to the little screen, Atlantis translates into plenty of fun and adventure. You should find it in stores later in September.











GRADIUS RETURNS

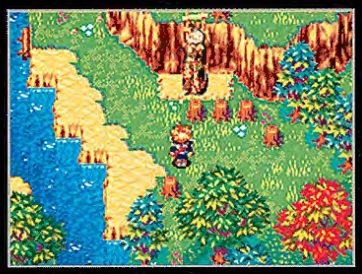
Gradius Galaxies for GBA flew into the Game Watch office unheralded, but it has already made its mark with great options and incredible challenges. Konami's venerable shooter franchise started back in the mid-1980s, offering twitch artists some of the best space-shooter action ever programmed. The Game Boy Advance descendant has the same look, feel and goal of the previous Gradius games, but players are flying out on a new mission. It won't be easy. Even after selecting your favorite progression of upgrades for weapons and shields, you'll face a steady stream of scrolling alien terrors. If you can stay focused, grab the upgrades and dodge the hail of enemy fire and other obstacles, you might just make it to the end of the first level. For gamers who want to experience sensory overload, Gradius Galaxies has all that and more. Konami will release GG this October.

YOUR DOOM IS NEAR

In the early '90s, the gaming world gained a new perspective thanks to the popularity of a thrilling game from an upstart developer named Id Software. The game was Doom, and it introduced action fans to a new genre—the first-person shooter—that would soon dominate the charts with names such as Hexen, Quake and GoldenEye 007. Activision's Doom is headed to Game Boy Advance this fall. We played an early version of the title at Game Watch and saw the 3-D world come to life with smooth scrolling action and textured surfaces. Players will find all the original moves, weapons and most of the maps. They will strafe, collect ammo and keys, blow up barrels of acid and run through the intricate mazes until Doomsday. Although recreating Doom on GBA is a remarkable technical achievement, the real wonder is that the game is still so much fun after all these years. There's nothing like visiting Phobos only to find the space marine base overrun with alien fiends that crave human blood. Luckily, you won't have to clean up the base alone, since up to four players can link up and join in arena matches and two players can enter the Phobos base in Cooperative Mode to hunt down the baddies in tandem. It should all begin this October.

THE SUN ALSO RISES

You can describe the next big thing for Game Boy Advance with two glowing words—Golden Sun. That's the name of Nintendo's upcoming RPG, created by Camelot, the developer that made Mario Tennis and Mario Golf. Golden Sun is a far cry from those sports games, but the same level of quality infuses every aspect of the epic. An incredible display of electronic pyrotechnics and special effects has the game world excited about GS, but there's much more to the game than flash. Your Game Watchers have just started playing the early English version. It's full of mystery, danger and magic. The magic system is based on the four elements of wind, fire, earth and water—you must manipulate the elements to form powerful spells. It looks like it could be the next Zelda. Next month, we'll have an in-depth preview, and the game is scheduled to be released in November. Until then, enjoy our gallery of Golden Sun images and dream of distant lands and noble quests.



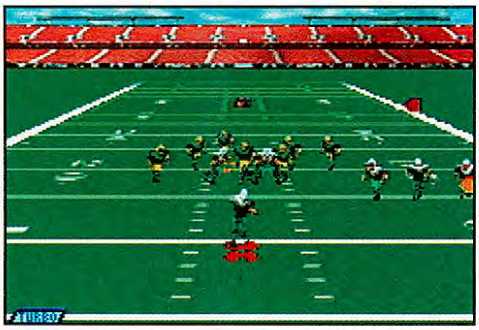
THE DAWN OF A NEW SAGA.

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

THE BLITZ IS ON

Even though NFL Blitz is all about big guys hitting other big guys to try to stop big plays, Midway decided to put **NFL Blitz 20-02** on the Game Boy Advance, the most compact big player around. The resulting game is a 3-D game that captures the flavor and big play action of the original if not the bold, helmet-busting graphics that you get on an arcade monitor. Even so, the graphics are an improvement over GBC football games. Modes include Exhibition, Season, Minigames and Options. In the Minigames Mode, you'll find a trivia game and some features, such as Practice Mode and Rules, that will help you improve your game.



NFL Blitz 20-02

MUTANT POWER

The X-Men are back on the attack for another Game Boy adventure in **X-Men: Reign of Apocalypse**, and this time it's all happening on Game Boy Advance. Activision's latest superhero action title features playable characters Wolverine, Rogue, Storm and Cyclops. The side-scrolling brawler is depicted in comic book-style graphics, with cinema scenes to help string together the many fighting sequences. It may seem derivative of Final Fight at times, but the mutant skills of the X-Men give the game an extra edge that you won't want to miss when it's released in October.

X-Men: Reign of Apocalypse

MX2002 FEATURING RICKY CARMICHAEL

Supercross fans won't have to hit the track to enjoy two-wheeled thrills this fall once THQ's **MX2002 Featuring Ricky Carmichael** is released for Game Boy Advance. Combining 3-D tracks with 2-D backgrounds, the game creates a surprisingly realistic environment with bumps, berms, boulders and big air. Players choose one of 16 riders, including namesake Ricky Carmichael, and compete in the U.S. Open, a Championship season, Quick Race or Stunt Course.

MX2002 Featuring Ricky Carmichael

KONAMI HOPS TO IT

Frogger's Adventures: Temple of the Frog for Game Boy Advance puts a new dimension on amphibian-based arcade action. In the new take on the venerable Frogger game, the green hero does more than just hop across rivers and roads. In fact, Frogger has a real adventure, collecting objects and fulfilling goals as he seeks the Temple of the Frog. Fans of the original Frogger will find plenty of dodging to keep them engaged, and that really is the central focus of the game. But the varied settings, puzzle elements and winding path make it seem like a whole new frog game. Konami's Honolulu Studio created lush graphics with a 3-D feel for the most advanced Frogger of them all. You can cross the road and pick up your own copy early this fall.

Frogger's Adventures: Temple of the Frog

BACK TO THE SHOOTER

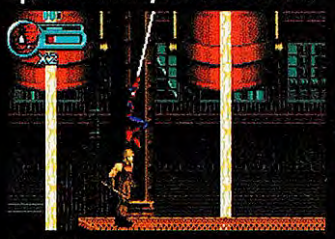
Back Track from Telegames follows hero Jim Track's desperate mission base on the dark side of the moon. An alien menace has been planning for the invasion of Earth from the remote location, and with nine cool weapons, it's your job to end the threat. The single-player mission features 12 stages filled with aliens and smooth scrolling graphics. Four players can link up for a multiplayer Multi-Pak match, and one player can take on three robotic opponents. You should be able to track down Back Track this September.

Back Track

GAMING NEWS

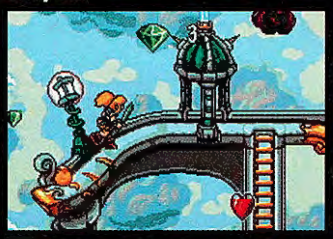
The Game Watch news desk is piled high this month with tasty tidbits for GCN, GBA and Game Boy Color. We'll start off with the announcement that EA Sports is

GAME WATCH FORECAST



Spider-Man: Mysterio's Menace

Activision



Lady Sia

TDK

working on **FIFA 2002** for Nintendo GameCube. EA hopes to release the soccer sim this November in North America and plans to showcase the game for the first time at Space World in August. Elsewhere on the GCN front, Koei has confirmed that it is working on several Nintendo GameCube titles for the Japanese market. Our sources inside Koei don't know if those games will reach North America, but we certainly hope they will.

Cartoon Network plans to present a Total Immersion Cartoon event, **Toonami: Lockdown**, which will be sponsored by Nintendo GameCube. The event is a multiplayer role-playing game that will combine codes obtained from the Toonami presentation with online gaming. The game itself will involve TOM, the animated host of Toonami, and his ship's onboard computer, Sarah, in a desperate quest to save The Absolution from destruction by a space-based trash compactor. Toonami: Lockdown begins the week of September 17th, so mark your calendar.

The latest mascot from a competing system to cross the Nintendo line is **Crash Bandicoot**. Universal Studios Interactive recently announced that Crash Bandicoot was headed to GBA early in 2002. As for movie heroes, TDK is coming out with a Shrek racer for GBA, featuring Shrek, Princess Fiona, Lord Farquaad, Donkey and other favorites from the movie.

Finally, we received completed versions of **The World Is Not Enough** from EA Games and **Harvest Moon 3** from Natsume. And from Interactive Imagination, we've received screen shots of **Magi-Nation: Keeper's Quest**, which is scheduled to be released by the end of the year.

Magi-Nation: Keeper's Quest

GAME BOY ADVANCE

- ADVANCE WARS
- AERIAL ACES
- BACK TRACK
- BANJO-KAZOOIE: GRUNTY'S REVENGE
- BREATH OF FIRE
- CAESARS PALACE
- CRASH BANDICOOT
- DEXTER'S LABORATORY
- DIDDY KONG PILOT
- DISNEY'S ATLANTIS: THE LOST EMPIRE
- DK COCONUT CRACKERS
- DOOM
- DRIVEN
- ECKS VS. SEVER
- EUROSOCCER
- F-14 TOMCAT
- FIEVEL: AN AMERICAN TAIL
- FIRE EMBLEM
- THE FLINTSTONES
- FROGGER'S ADVENTURES: TEMPLE OF THE FROG
- GOLDEN SUN
- GRADIUS GALAXIES
- HARRY POTTER AND THE SORCERER'S STONE
- JIMMY NEUTRON: BOY GENIUS
- JURASSIC PARK III: ISLAND ATTACK
- KAO THE KANGAROO 2
- LADY SIA
- LAND BEFORE TIME
- LEGO ISLAND II: THE BRICKSTER'S REVENGE
- LEGO RACERS II
- M&MS: LOST IN TIME
- MARIO KART: SUPER CIRCUIT
- MAT HOFFMAN'S PRO BMX
- MEN IN BLACK
- METROID IV
- MLB SLUGGERS
- MONSTERS INC.
- MX2002 FEATURING RICKY CARMICHAEL
- NFL BLITZ 20-02
- NHL HITZ 20-02
- PAINTBALL
- PHALANX
- PLANET MONSTERS
- POCKY AND ROCKY
- POWERPUFF GIRLS
- PREHISTORIK MAN
- ROCKET POWER
- RUGRATS
- SABREWULF
- SCOOBY-DOO AND THE CYBER CHASE
- SHAUN PALMER'S PRO SNOWBOARDER
- SHREK
- SONIC THE HEDGEHOG ADVANCE
- SPIDER-MAN: MYSTERIO'S MENACE
- SPONGEBOB SQUAREPANTS
- SPORTS ILLUSTRATED 4K BASEBALL
- SPORTS ILLUSTRATED 4K FOOTBALL
- SPYRO: SEASON OF ICE
- SUPER MARIO BROS. 3
- SUPER MARIO WORLD
- TACTICS OGRE
- TETRIS WORLDS
- (THE) SIMS
- TINY TOONS (2 TITLES)
- WARIO LAND FOR GBA
- WORLD WRESTLING FEDERATION
- X-MEN: REIGN OF APOCALYPSE
- YOSHI'S ISLAND
- YOSHI'S STORY

NINTENDO GAMECUBE

- 1080° SNOWBOARDING 2
- 18-WHEELER: AMERICAN PRO TRUCKER
- ALL-STAR BASEBALL 2002
- ANIMAL FOREST
- BATMAN
- BOMBERMAN
- CRAZY TAXI
- DAVE MIRRA FREESTYLE BMX 2
- DONKEY KONG RACER
- DUKE NUKEM FOREVER
- ETERNAL DARKNESS
- FIFA 2002
- JIMMY NEUTRON: BOY GENIUS
- KAMEO: ELEMENTS OF POWER
- LUIGI'S MANSION
- MADDEN FOOTBALL 2002
- MARIO KART
- METROID PRIME
- MICKEY MOUSE FOR GCN
- MX 2003 FEATURING RICKY CARMICHAEL
- NBA COURTSIDE 2002
- NBA STREET BASKETBALL
- NFL BLITZ 20-02
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- ROGUE SPEAR
- RUGRATS
- SCOOBY-DOO!
- SPONGEBOB SQUAREPANTS
- SSX SNOWBOARDING
- STAR FOX ADVENTURES: DINOSAUR PLANET
- *STAR WARS*: ROGUE LEADER: ROGUE SQUADRON II
- SUPER MONKEY BALL
- SUPER SMASH BROS. MELEE
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- DRAGON WARRIOR MONSTERS 2
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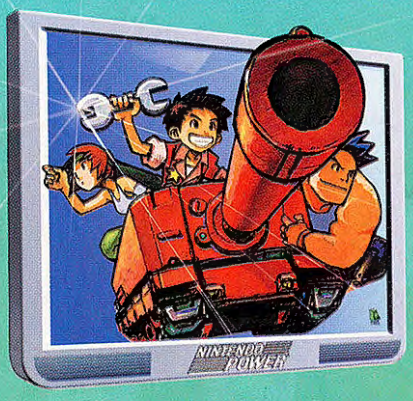
- HARVEST MOON 3
- MAGI-NATION: KEEPER'S QUEST
- MEGA MAN EXTREME 2
- WENDY THE WITCH
- THE WORLD IS NOT ENOUGH

Nintendo Online NP

Super Circuit Site

Mario Kart: Super Circuit will be racing across Game Boy Advance screens everywhere on August 27th. To celebrate the release of the latest game in the series that defined character-driven cart racing, our online group is planning a site that will prepare you for the pocket-sized ride of your life. Gameboy.com/mariokart is set to include movies that show action-packed examples of game play, Mario Kart screensavers and wallpaper and tons of extras. There are plans to show maps of many of the game's tracks in a Mario Kart Road Atlas, which will be available for download as PDF files and suitable for printing. It'll include points of interest and some tips for tricky spots. Another feature of the site will be a Time Trial Challenge, which will give you the chance to compare your Time Trial accomplishments for each track with those of the pros at Nintendo. Mario Kart: Super Circuit stars eight of the most popular Nintendo characters. To discover which characters the site visitors favor, there are plans for a daily popularity poll. The winner of the poll will be featured on the site's home page on the following day.

PORTABLE POWERHOUSE



Advance Wars Online

When Advance Wars for Game Boy Advance debuts in September, you'll discover that your best online source for information about the game, screen shots, movies and more is gameboy.com. Advance Wars is a modern-day, turn-based strategy game that features an entertaining story, fun characters, a playful atmosphere and great game play. The goal of the site is to communicate that the game transcends the battle sim genre and offers a playing experience that is accessible for even casual strategy game fans. In addition to movies, screen shots, wallpaper and screen savers, the site will feature the lowdown on all of the game's commanding officers. The game is the first North American release in a series that has been popular in Japan for the last 10 years. Because of the long history of the series, there is a lot of background information on the characters and their relationships. You can learn about them in a profile section and, potentially, a series of online comics. You'll find the site at gameboy.com/advancewars.

QUICK BYTES

CAMP WRAP

Camp Hyrule 2001 is in the books. It was a huge success and more popular than ever. Camp participants had a lot to talk about on many Nintendo-related subjects, but the conversation always returned to the U.S. launch of Nintendo GameCube. There's no question that the new console and its future game releases will dominate the conversation for camps to come.

POWER PLUG

You can view footage of many of the top tips featured in Nintendo Power at nintendopower.com. The Volume 148 update features tips for the N64 version of Tony Hawk's Pro Skater 2, GBA games Mario Kart: Super Circuit, Mega Man Battle Network and more.

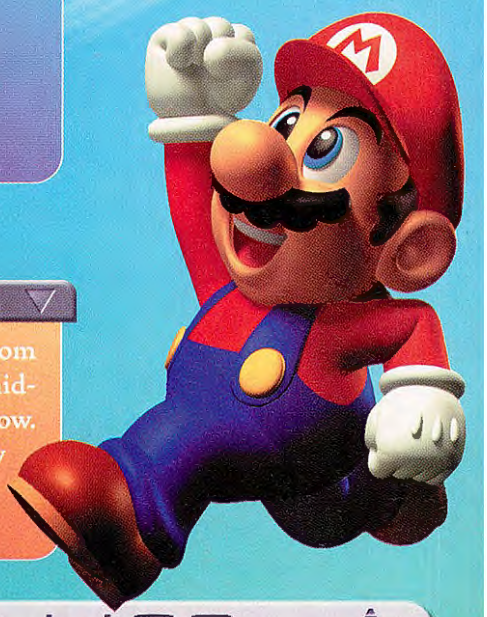
E-MAIL CUBED

Want to get the latest news on Nintendo GameCube releases before everyone else? Sign up now for the Nintendo GameCube Newsletter, a monthly e-mail release dedicated to exclusive information about the new console and its games and accessories. Go to newsletter.nintendo.com to sign up.

HIT LIST

This issue's Hit List takes a look at the official Nintendo websites that saw the longest average visit length in the month of June. The Excitebike 64 site features a Shockwave version of the 1984 classic, which accounts for the fact that visitors spent 53 minutes at the site, on average.

1. excitebike64.com
2. papermario.com
3. donkeykong64.com
4. mariotennis.com
5. nintendo.com



WORLD REPORTS

Nintendo's annual Japanese press and trade event, Spaceworld, will take place in Tokyo from August 23rd to the 25th. Since Nintendo GameCube's Japanese launch will be in mid-September, the Japanese launch titles and late-2001 releases will be the focus of the show. Online manager Dan Owsen will be at the event, and he will post updates from the show floor to nintendo.com. Check the Official News section of the nintendo.com home page to get the latest Spaceworld and Nintendo GameCube news as it happens.

NINTENDO WEBSITE LIST

banjo-kazooie.com
banjo-tooie.com
bioniccommando.com
camphyrule.com
carringtoninstitute.com
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dkr.com (Diddy Kong Racing)
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pokemonsilver.com
pokemonsnap.com
pokemonstadium.com
radiozelda.com
ridgeracer64.com
rogue.nintendo.com (Star Wars: Rogue Squadron)
smashbros.com
starcraft64.com
starfox64.com
swracer.n64.com (Star Wars: Episode I: Racer)
tiltntumble.com
waluigi.com
warioland3.com
yoshisstory.com
zelda.com

When you see the NP logo next to a tip or game preview in Nintendo Power, it means you can get more info on nintendopower.com.

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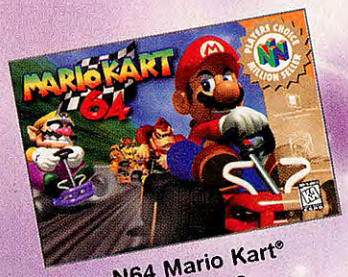

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ESRB Rating System

Entertainment Software Ratings System

- EC Early Childhood
- E Everyone
- T Teen
- M Mature
- A Adults Only
- RP Rating Pending

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MARIO KART™ SUPER CIRCUIT™

© 1992, 2001 Nintendo.
Game Developed by Intelligent Systems.

CARPOOL WITH MARIO FOR MOTORIZED MAYHEM!

Mario Kart: Super Circuit offers hours and hours of exciting single-player action, but you won't begin to rev up the game's full potential until a few of your friends start burning rubber, too. Compete against up to three friends via Game Link Cables. Find out who can hug the curves—and who will kiss the pavement. For a complete multiplayer tune-up, accelerate through the next 11 pages. For a course-by-course walk-through of the single-player game, make a pit stop at Volume 2 of Nintendo Power Advance.

EVERYONE
E
CONTENT RATED BY ESRB

LINK POWER!

Up to four people can play Mario Kart using a single Game Pak, but you'll have many more modes and options available to you if everyone involved is packing a Game Pak.

MARIO GP

x2 x2

Two-player Mario Grand Prix plays just like the single-player version, except that one of your opponents will be under human control. Don't concentrate too hard on beating your friend, or one of the computer-controlled characters could steal the race.

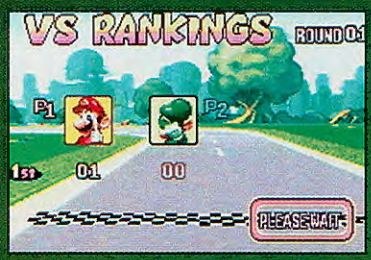
Link up, then choose a cup circuit for your multiplayer competition. You can choose from any cup that is already opened on one of the linked Game Paks. In other words, as long as one player has unlocked a cup in Single-Player Mode, both players can also race in that cup.

Sure, it's a race—but you can team up with your friend to keep CPU-controlled racers out of the winner's circle. On the other hand, CPU racers don't talk trash when they win.

VS.

x4 x4

If you don't want to deal with CPU-controlled racers, cue up VS. Mode to compete against fellow humans on the track of your choice. You can compete on any track opened in Single-Player Mode by any of the competing players.

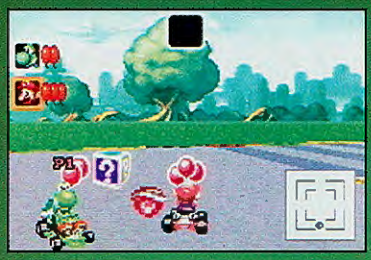


With nothing but open road between you and other linked players, VS. Mode can turn into a fierce brawl on the black top. The Game Paks will keep track of wins and losses during play, but you'll lose the data once you turn off your GBAs.

BATTLE

x4 x4

Battle Mode is available only in linked play. Two to four players must fight each other using power-ups in enclosed arenas. The object of the game is to pop balloons tied to opponents' karts until all but one player is balloonless.

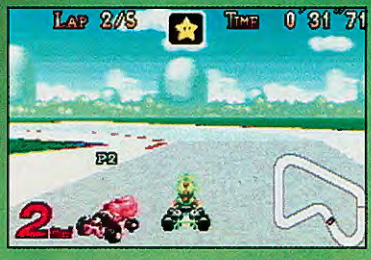


The four square arenas in Battle Mode leave you with few places to hide from opponents' attacks—and, of course, they can't hide from you. Players who have mastered the use of power-ups will rack up many victories.

SINGLE-PAK MULTIPLAYER

x4 x1

If only one player has a Mario Kart: Super Circuit Game Pak, up to four players can compete in five-lap races on four different tracks. Each racer will compete as a different-colored Yoshi.



The four tracks in the Extra Mushroom Cup are available when two to four players compete using a single Game Pak. No one will have an advantage or disadvantage, since everyone must race as the lightweight speedster, Yoshi.

KART CATALOG

Get to know the various racers in the game—each kart has advantages and disadvantages, depending on how you use it. Once you've learned the basic skills, you can select the character who best complements your style.

HIGH-OCTANE HEROES

There are three classes of racer in Mario Kart: Lightweight, Middleweight and Heavyweight. Lightweight cars are peppy and nimble but may not hold up in the bump and grind of traffic. Heavyweights are powerful and tough, but they don't corner well. Middleweights have no obvious disadvantages or advantages.

LIGHT
Easy to Knock Aside
Good Off-Road Ability
Quick Acceleration
Low Top Speed
Easo to Steer

HEAVY
Hard to Knock Aside
Bad Off-Road Ability
Slow Acceleration
High Top Speed
Difficult to Steer

MARIO (Middleweight)

The game's namesake racer offers a nice balance of power, speed and control. He's a good choice for beginners.

SPEED: ●●●
WEIGHT: ●●●

LUIGI (Middleweight)

Pick Luigi if you want slightly better steering capability than Mario. He isn't as fast as his more famous brother, though.

SPEED: ●●●
WEIGHT: ●●●

PEACH (Lightweight)

Among the Lightweight racers, Peach offers the best balance of the class's characteristics—peppy acceleration, responsive steering and solid off-road performance.

SPEED: ●●●●●
WEIGHT: ●

TOAD (Lightweight)

If you want to roar off the line, then Toad is the racer for you. His kart has the fastest acceleration in the game.

SPEED: ●●●●●
WEIGHT: ●

YOSHI (Lightweight)

Yoshi performs the best in off-road areas, so he may give you an advantage on some of the less-refined courses.

SPEED: ●●●●
WEIGHT: ●●

DK (Heavyweight)

Donkey Kong is the lightest racer in the Heavyweight class, but he's got enough power and mass to bully any opponent in the other weight classes.

SPEED: ●●
WEIGHT: ●●●●

WARIO (Heavyweight)

As you might expect, Wario is one of the more brutal racers in the game, but his kart's engine is still moderately peppy off the line.

SPEED: ●●
WEIGHT: ●●●●

BOWSER (Heavyweight)

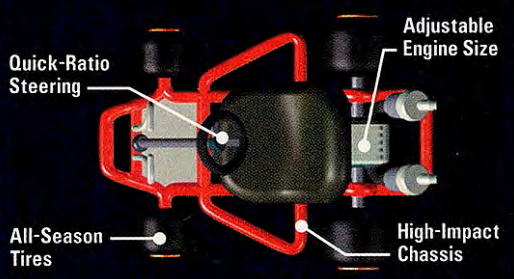
Bowser is at the opposite end of the spectrum from Toad—all power, no pep. If you are a wiz at drifting, Bowser's high top speed will win you many Gold Trophies.

SPEED: ●
WEIGHT: ●●●●●

DRIVING SCHOOL

The karts' basic control scheme is simple, but they also have a few features that can give you an edge in competition. If you can master a handful of special moves, you'll be earning Gold Trophies and star ratings before you know it.

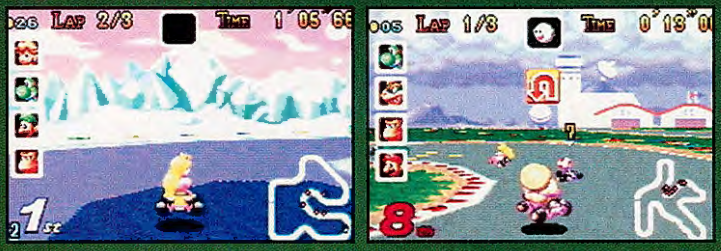
MARIO KART



The Rocket Start

You can burst into the lead at the beginning of the race if you hit the accelerator at the proper moment between the second and third lights. You'll have to try it a few times before you'll get the timing correct. Be prepared to dodge other racers during your turbo boost.

Agile Jumping

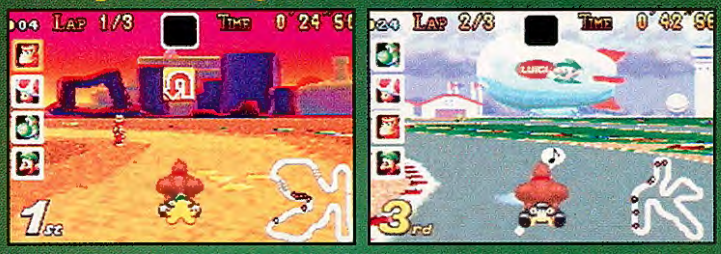


Infrequent jumping is a common failing among kart racers. You should be prepared to hit the R Button at all times. Jumping is essential for avoiding puddles, Bananas and other obstacles that will slow you down. So are you going to start jumping, or do you need more convincing?

The Spin Turn

Even the best racers may find themselves jammed into a corner from time to time. On those occasions, a Spin Turn is often the fastest way to get back on track. Press A and B simultaneously, then press Left or Right on the Control Pad.

Savvy Braking

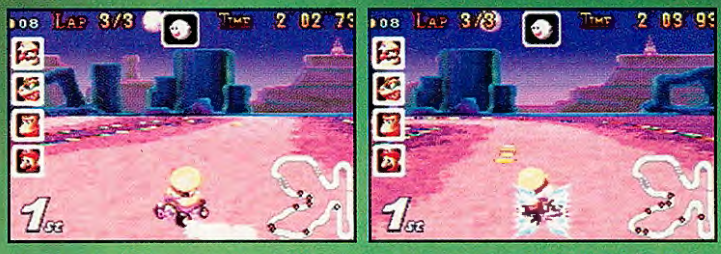


Brakes are for emergencies only. Hit them to get behind an opponent quickly when they want to use an item against you, or to recover from a Banana-induced slide. A musical note will appear when you successfully counter the effects of a Banana.

Drifting

You will be forever branded as wimp if you brake or let off the gas to execute turns. Drifting is the only courageous way to go through sharp curves. Steer toward the inside of the corner, jump and hold the jump button down, then use the Control Pad to skid through the turn.

Power Slide



You'll get a little speed boost if you execute a perfect drift. Hold the R Button down as you slide through a turn, then release the button and straighten out your kart with the Control Pad. If your timing is correct, you'll see a blue burst behind your car.

ITEM STRATEGY

Racing skill is important in Mario Kart: Super Circuit, but all your hard work will go down the drain if an opponent hits you with a damaging item. Conversely, items can turn a lackluster performance into a victory.

ITEM BOX

Item Boxes contain power-ups and appear at preset locations on the courses. After you touch a box, the game will automatically select an item for you to use. It takes a few seconds for the computer to select the item, but you can press the L Button to learn the selection immediately. Once the item is set, you can use it by pressing the L Button.

SPINY SHELL

The Spiny Shell is the ultimate weapon in the game—a terrifying spiked carapace that hunts down the race leader like a remorseless predator, harming anything that gets in its way. If you find the rare and powerful item, it probably means you are hopelessly behind in a race.

Song of the Spiny Shell

The Spiny Shell makes an alarming noise as it streaks down the track in pursuit of its prey. If you hear the noise, get to the side of the track to avoid devastation. If you are the person who fired the Spiny Shell, the noise is not alarming—it's quite pleasant.

First—to the Scrap Heap

If you are in the lead and you hear the Spiny Shell heading your way, it's a good idea to forfeit the lead temporarily to one of the other suckers in the race. The Spiny Shell just wants a victim—it doesn't have to be you.

GREEN SHELL

Green Shells are simple projectiles that can be used a number of ways. Unlike other shell varieties, Green Shells can ricochet off solid walls, which turns them into a general nuisance for nearby drivers. Be careful not to take yourself out with an ill-advised bank shot.

Straight-Up Shelling

Green Shells are projectiles that progress in a straight line until they hit something. You'll need very good aim or a close target when you fire them forward. You can easily cause some self-inflicted damage if you fire into an oncoming wall.

Protective Shell

If you hold down the L Button after you've picked up a Green Shell, you'll hold the item behind your kart until you release the button. It offers protection against shell attacks from the rear, and you can bash tailgaters by hitting them with your exposed shell.

Back Blast

Green Shells may be most effective when fired backward during a race—the technique minimizes the risk of self-inflicted damage. Use it on narrow bridges and when opponents are tailgating you. Press Down on the Control Pad when you fire the shell.

Angle Angst

For an extra dose of frantic fun, try shooting a shell behind you as you turn a corner. If there are solid walls behind you, the ricocheting shell can wreak havoc in interesting new ways. Again, be careful that your shell shot doesn't follow you down the track.

RED SHELL

Red Shells automatically home in on the nearest racer in front of you, but their range and turning ability are limited. You can also take out the nearest tailgater. Sabotage opponents behind you by pressing the L Button and Down on the Control Pad simultaneously.

Sharp Shooting

If you are a few places behind the leader, Red Shells are an excellent tool for working your way back into the lead. They'll home in on the kart in front of you, so you can fire them and forget them. If your target is within sight, the shell will usually hit it.

Lead Insurance

Holding a Red Shell behind you will protect you from attack while you hold the lead. It's a good idea to keep one ready in case an opponent attempts a sneaky, last-second pass. Any racers behind you will second-guess any aggressive maneuvers.

Accident Waiting to Happen

Unlike Green Shells, you can't shoot Red Shells behind you. You can, however, leave an activated Red Shell on the track behind you that will chase down the next racer who passes you. Try to mine the Battle Courses with the shells.

Seeing Red

Red Shells are tough to avoid when they are fired at you from close range. If you have a little time before the shell will reach you, try to turn on the inside of a corner so the projectile hits a wall. As always, Stars and Boos are the best protection.

BANANA

Drop Bananas on the track to slow down opponents or to force them into other obstacles. Because you can simply jump over them, Bananas aren't very effective and may quickly litter the track. They are most effective when placed in front of narrow bridges or at curves in the road.

Yellow Armor

Bananas are perhaps the least effective of all the items, but they are as effective as any of them at protecting your kart from a rear attack. You can always pick up better items while protecting yourself. When the Banana takes a hit, use the new item.

Slippery Trick

The Banana can be used as a projectile weapon, but it's a risky move. It's tough to place it in front of an opponent correctly, and you may run into it yourself. Press Up on the Control Pad to toss the peel several car lengths in front of you.

Location, Location, Location

Placement is the key to a Banana's effectiveness. If you leave one by the side of the road, it's just going to sit there until the end of the race. Try to drop the slippery fruit in front of jumps and narrow bridges—forcing opponents to jump at the wrong moment.

Banana Surprise

The bright-yellow Bananas are usually easy to spot, but there are ways to camouflage them so hapless motorists run into them. If you're feeling mean-spirited, hide a Banana behind an item box so opponents in search of weapons find a nice slimy surprise instead.

MORE ITEM STRATEGY

STAR

The Star is, perhaps, the most welcome item, as it provides you with invulnerability and extra speed while allowing you to pick up another item. It doesn't keep you from sinking into water or lava, however.

As the Crow Flies

Off-road speed is one of the fringe benefits of invincibility. You can invent your own shortcuts without any slowdown. Go ahead and plow through any trees, drivers and other obstacles in your way. Don't stray too far off the track—the power-up is short lived.

Super Bully

Would you be as kindly and heroic as Superman if you were invincible? Of course not! Ram your opponents so they spin out of control. They can retaliate all they like—you're invincible. In Battle Mode, wait until your victim is close before you activate the power-up.

MUSHROOM

Because Mushrooms gives you a boost of super speed, they can either help you blow past opponents or cause you to crash—depending on where you use them. Don't blast off when you are heading into a turn.

Smooth and Speedy

The Mushroom's rocket boost of speed will help you power through the rough patches beside the course, but it won't allow you to smash through obstacles. You won't have much time to react, so cut through areas that are free of obstructions.

Knievel Style

You can make huge jumps on some tracks if you activate a Mushroom before you hit the curb. Timing is critical, however—you'll need a little bit of lead time to generate enough speed to clear large gaps. It's a good way to earn star ratings.

BOO

Boo is a phantasm with fantastic abilities. It will turn you invisible, which also renders you invulnerable. It will steal an item from an opponent and—if you are in second place or lower—will harass the race leader.

Get Cloaked

The primary benefit of the Boo power-up is invisibility. There's more to it than disappearing from your opponents' screens—you also become invincible. Even powerful attacks, like Lightning and Spiny Shells, will have no effect on you.

Grand Theft Item

It's very satisfying to steal items in Vs. and Battle Modes. You not only deprive your opponents of power-ups, you can also use them against them. Don't feel too bad for them. You, too, will be the unlucky victim of a Boo theft at some point.

LIGHTNING

Just because you're in last place, it doesn't mean you can't ruin the race for everyone else. The Lightning power-up will temporarily slow down and shrink racers who aren't protected by a Star or Boo item.

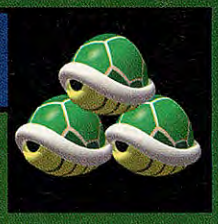
Shrunken Treasures

Try to use Lightning while you're close to opponents. You can smash them while they are dinky to slow them down even more. It's most effective in Battle Mode, because it allows you to hit multiple enemies.

When to Strike

Wait to use Lightning until you see the pack going around a tight corner. Their shrinkage and slowdown can cause them to wipe out or crash into each other. If you hit them while they are making a big jump, they may fall into the water.

TRIPLE GREEN SHELLS



Triple Green Shells function as both an offensive and defensive item. Once it is activated, three shells will spin around you until you fire them or they block the effects of opponents' items.

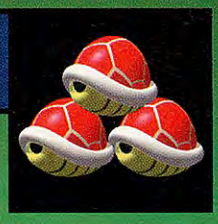
Spinning Shield

The three shells offer a layer of protection that allows you to bump into Bananas and other shells with no ill effects. Each time you take a hit, a shell disappears. It isn't an impenetrable force field, however. Items can sometimes slip between the shells.

Shell Scramble

You can create a lot of confusion and chaos by releasing all three shells at once into an area with solid walls. The Green Shells will ricochet several times and, hopefully, take out a few opponents in the process. The strategy works best in Battle Mode.

TRIPLE RED SHELLS



Triple Red Shells offer the same benefits as their green counterparts, plus homing capabilities. After you activate either type of triple-shell power-up, you will be able to pick up other items.

Overwhelming Attack

When you absolutely, positively want to hit someone in front of you, unleash three Red Shells at once. The odds are that at least one of them will hit the target. You can maximize your chances of hitting opponents by releasing the shells on a relatively straight part of the course.

Red Ramming

The Red Shells are perfect for ramming clusters of opponents. If somebody escapes the attack, you can always pick him or her off by firing one of the shells. It's usually a good idea to leave a shell in orbit for protection—but don't let somebody get away for the sake of personal safety.

BATTLE IT OUT!

It's fun to hit opponents with items in races, but it's doubly fun when hitting them is the entire point of the game. Try out our battle-tested tips to keep those balloons flying.

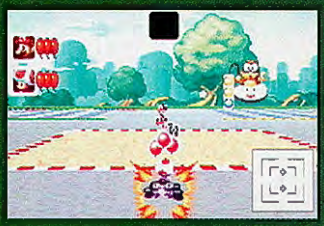
IT'S NO PARTY, DESPITE THE BALLOONS

Each of the four Battle Courses in Mario Kart: Super Circuit has unique features that you can use to your advantage or ignore at your own peril. There are also a few basic rules that apply in every battle.

Speed Is Life

Everybody has a favorite character, and no racer has a distinct advantage in the GP and Vs. Modes. In Battle Mode, however, you would be wise to pick an agile racer with good acceleration, like Toad, Peach or Yoshi. They're the best at changing direction, finding cover and evading attacks.

First Strike

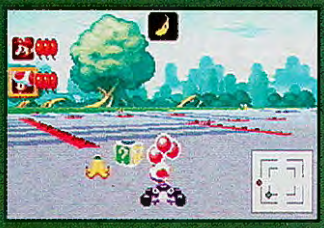


Unless you are playing against clumsy leadfoots who injure themselves, the key to survival is accumulating as many items as you can, as fast as you can. There is usually an Item Box in the center of the course, so you should try to use a Rocket Start at the beginning of the battle to reach it first.

Reversals of Fortune

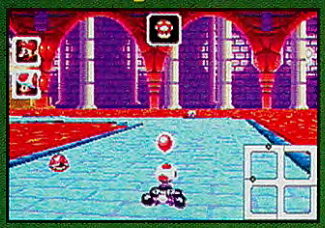
In races, Spin Turns are used only in case of emergency. In Battle Mode, they are an essential part of the game. You may need to experiment a little bit with your timing so you are facing a predictable direction whenever you execute the move. It can be very disorienting when performed improperly.

Bad News Bananas



Bananas are much more important in Battle Mode than in races—they don't just slow you down, they take a balloon away. Drop them in the center of arenas and next to Item Boxes to increase the chance of scoring hits. As always, remember where you put them or you could become the victim of your own cleverness.

Friendly Fire

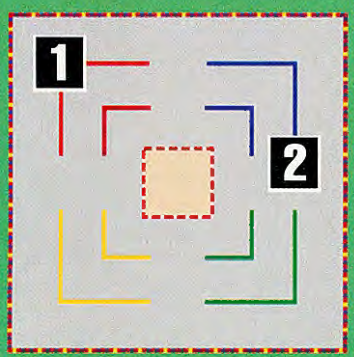


There is little chance of getting hit by your own Red Shells in the races, but it is a distinct possibility in battles. When shooting shells forward, it's a good rule of thumb to hold your fire until you have a viable target. When you drop a shell behind you, vacate the area for a few moments to avoid danger.

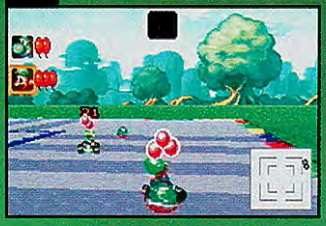
Love Your Radar

It takes some getting used to, but you should keep a close eye on your radar while you play. It can be more useful than the actual game screen when you are trying to locate opponents. It's easy to get lost on the symmetrical Battle Courses when you don't use the radar. Remember that you are the flashing dot.

BATTLE COURSE 1

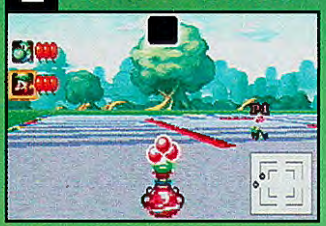


1 Shell Shocking



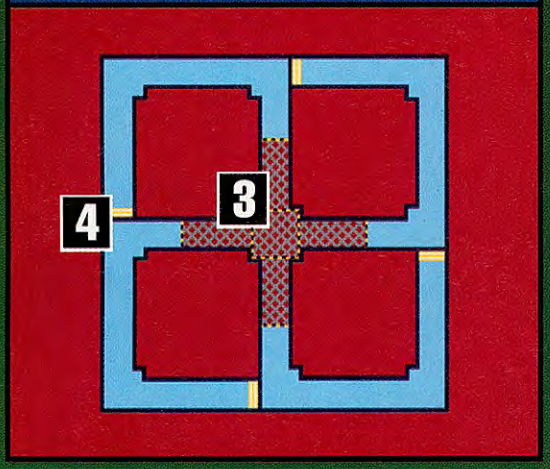
The multiple sets of walls on the course create excellent opportunities for Green Shell bank shots. Shoot them diagonally into the corridors to create a ricocheting hazard for opponents. If you fire them straight into the wall, there is a good chance you will eat your own shell when it bounces back.

2 Under Cover

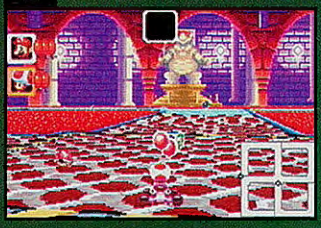


Because there are so many walls to hide behind, Red Shells are less of a threat on Battle Course 1 than on the other courses. Don't let your guard down, though. Stay alert for opponents with Triple Red Shells, and be prepared to duck into one of the hallways when the shooting starts. The shells won't curve around the corners.

BATTLE COURSE 2

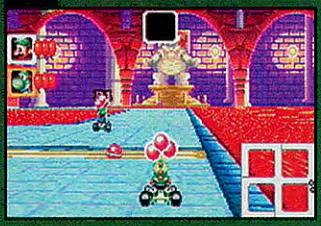


3 Clever Clutter



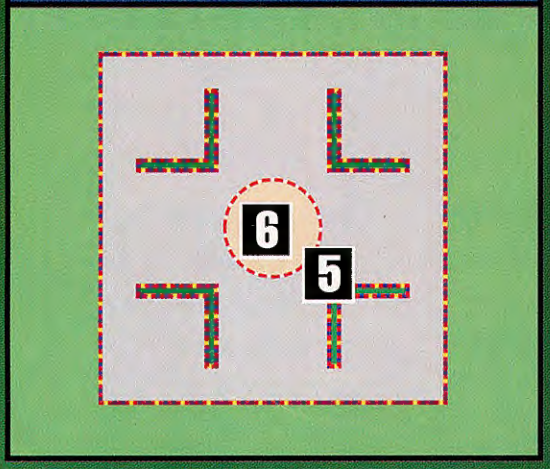
The lattice floor pattern in the center of Battle Course 2 can camouflage items like Bananas and Red Shells. Because the center area is mostly red, Red Shells are nearly impossible to see. Once you've laid your booby traps, patrol the perimeter in a counterclockwise direction until you're sure the area is safe again.

4 Against the Clock

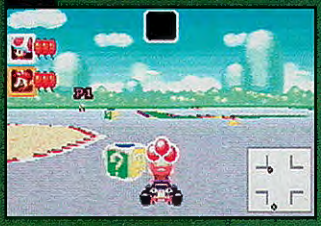


You can move through the center and counterclockwise in the arena. If you try to move clockwise around the perimeter, you'll be trapped against a wall. Use the configuration to your advantage by chasing opponents into dead ends. You can also escape shells by executing counterclockwise jumps.

BATTLE COURSE 3

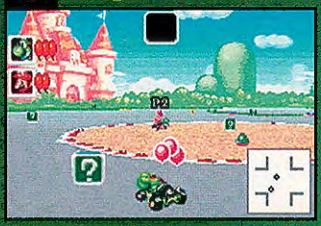


5 Item Extravaganza



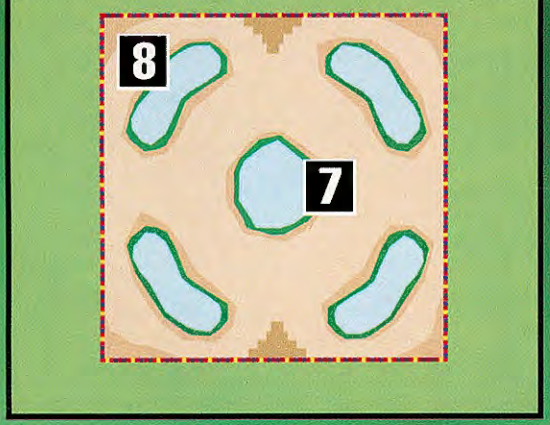
Battle Course 3 is loaded with Item Boxes, so it stands to reason that there will be a lot of items strewn about during a battle. Keep an eye out for the dangerous debris while you try to plant a few surprises of your own in heavy traffic areas. Planting Bananas and shells near the Item Boxes is always a good tactic.

6 Exposed Center



There are plenty of items and nothing to block shell shots in the center of the course, so battles will probably be short and fierce. Keep moving and look out for items in front of you if you choose to join the fray. You can hide in the corners if you want to stay out of trouble, but we reserve the right to call you a coward.

BATTLE COURSE 4



7 Kick 'Em When They're Down

Some overzealous opponent will eventually drive into the water. When it happens, wait until he or she is fished out of the water, line up a Red or Green Shell, then open fire. The driver won't have a chance to get away before the shell hits him or her. It isn't very sportsmanlike, but this is Battle Mode, baby.

8 Over the Drink

The best way to get a Red Shell off your tail on Battle Course 4 is to jump over one of the ponds. Don't try to jump over the center of a pond—you won't make it. Stick to the edges to be safe. If you do fall in, try to recover by steering to the edge. You won't lose a balloon, and you'll be far less vulnerable than if you wait to be fished out.

UNLOCKING MARIO GP

You can race in any of four cups when you start Mario GP. If you want to race on any of the locked tracks, you'll need to open them in Single-Player Mode.

TONS OF TRACKS

Each cup is a sequence of four races on four different tracks. You must place among the top four finishers in each race to progress to the next challenge. You'll get three extra chances to win each race if you fail to qualify.

Progressive Power

Before you begin your GP races, you'll need to choose one of three engine classes. The 50cc class is the slowest and easiest, and the 150cc is the fastest. Try to learn the courses in the 50cc class before you jump into the tougher races. You'll eventually want to bump up the power—once you experience the thrill of a high-speed race.

Change Is Coming Your Way

Each course has rows of coins strewn along various parts of the track. Pick up as many as you can to increase your speed during the race. You'll lose coins when you collide with other drivers, which gives you a good incentive to run a clean race. It is possible to collect up to 55 coins per race.

MUSHROOM CUP

PEACH CIRCUIT

SHY GUY BEACH

RIVERSIDE PARK

BOWSER CASTLE 1

FLOWER CUP

MARIO CIRCUIT

BOO LAKE

CHEESE LAND

BOWSER CASTLE 2

RETRO TRACKS NP

There are many more tracks to open after you've completed the four cups and the special cup. All of the tracks from the Super NES version of Mario Kart are in the game, too. Each time you finish in the top four and collect 100 coins in a cup, you'll open up that cup's Super NES counterpart.

EXTRA MUSHROOM CUP

- MARIO CIRCUIT 1
- DONUT PLAINS 1
- GHOST VALLEY 1
- BOWSER CASTLE 1

EXTRA FLOWER CUP

- MARIO CIRCUIT 2
- CHOCO ISLAND 1
- GHOST VALLEY 2
- DONUT PLAINS

TRADING GHOSTS

You can save ghost data in Time Trial Mode, allowing you to race against yourself. When you link up with other players, you can upload and download ghosts.

Four-Wheeled Phantasms

You can save up to 10 of your own ghosts in your Game Pak and up to two downloaded ghosts. To trade ghosts, connect to a friend's Game Boy Advance then select Ghost Exchange. If you already have two downloaded ghosts, you'll need to delete one before you receive a new one.

Shadowy Rival

If you have a ghost saved for a track, you'll see the shadowy figure each time you race in Time Trial Mode. If you beat the ghost, you can replace the data with a new, faster ghost. You can save your own data and a friend's data for any given track, which allows you to race against two ghosts.

LIGHTNING CUP

LUIGI CIRCUIT

SKY GARDEN

CHEEP-CHEEP ISLAND

SUNSET WILDS

STAR CUP

SNOW LAND

RIBBON ROAD

YOSHI DESERT

BOWSER CASTLE 3

Roll to the Gold

The fifth and final cup in the series—the Special Cup—will remain locked until you win a gold cup in each of the four other cups. You must open the Special Cup separately for each engine class. If you can finish the cup's challenging courses, you'll be able to see the end credits of the game.

Road to the Rank

After you finish a cup, the CPU will award you a rank based on how well you raced. You'll start off with letter grades, then—as you get better—you may be able to earn one-, two- and three-star rankings. The key to a good ranking is a fast time. Try to look for the best shortcuts.

SPECIAL CUP

LAKESIDE PARK

BROKEN PIER

BOWSER CASTLE 4

RAINBOW ROAD

EXTRA LIGHTNING CUP

- BOWSER CASTLE 2
- MARIO CIRCUIT 3
- KOOPA BEACH 1
- CHOCO ISLAND 2

EXTRA STAR CUP

- VANILLA LAKE 1
- BOWSER CASTLE 3
- MARIO CIRCUIT 4
- DONUT PLAINS 3

EXTRA SPECIAL CUP

- KOOPA BEACH 2
- GHOST VALLEY 3
- VANILLA LAKE 2
- RAINBOW ROAD

LAP DOGS

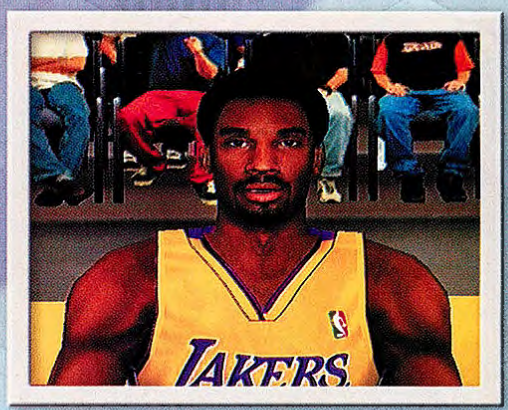
If you have a few friends, some GBAs and some Game Link Cables, Mario Kart: Super Circuit has nearly endless replay value. Try to race with all the different characters and in all the different engine classes so you can get the most out of your Game Pak. If you're looking for track-by-track tips, check out our exhaustive coverage in Volume 2 of Nintendo Power Advance.

NINTENDO GAMECUBE™

COUNTDOWN

The countdown continues toward the launch of the greatest video game console ever to inspire the imaginations of gamers around the world. Nintendo Power brings you exclusive images and breaking news from inside the world of GCN development.

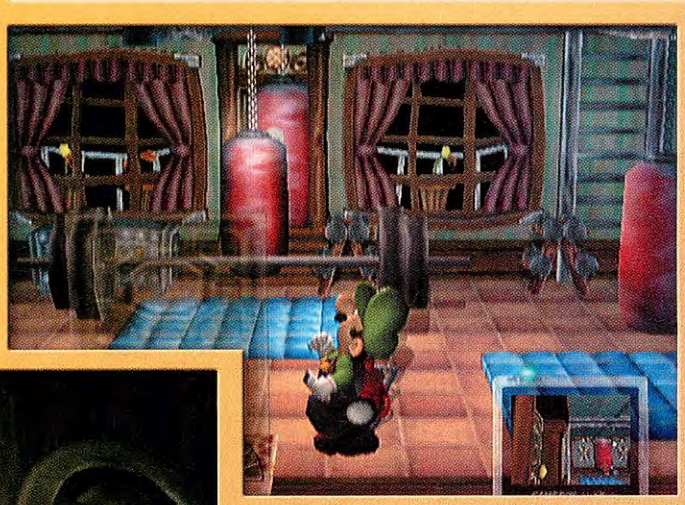
Nintendo and publishers everywhere are working around the clock to ready their first Nintendo GameCube titles for the upcoming launch in North America in November. With so much riding on the quality of the games, it's often hard to get the development teams to stop and take screen shots. But Nintendo Power has the inside track, and this month we offer exclusive screen shots direct from Mr. Miyamoto in Japan, Rare in England and several developers right here in North America. You'll also see the first screen shots ever of Interplay's Galleon: Islands of Mystery, which will be released for GCN by the end of the year. For even more news about the impending renaissance in gaming, turn to this month's Game Watch. For now, immerse yourself in the stunning worlds of Nintendo GameCube.



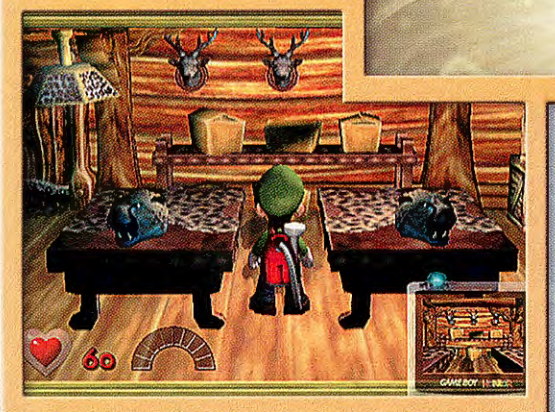
LUIGI'S MANSION

It is a dark and stormy night, and the old mansion stands on the hill like a tombstone—not the time or place that you'd expect Luigi to be out snooping around armed with only a flashlight and vacuum. On the porch, Luigi reaches out and slowly turns the doorknob. Creaking, the door opens and the game begins. Luigi has a single night to find his lost brother in Luigi's Mansion, one of the most-anticipated titles that will be released at the launch of Nintendo GameCube this November. You're guaranteed to feel goosebumps as ghosts materialize behind Luigi, but you're also bound to laugh at Luigi's antics and expressions of fear. Mario fans of all ages will get a spooky thrill from Luigi's night of frights and a brand of action that will seem familiar yet also fresh and new. The graphics showcase the power of GCN, but the puzzles and game play highlight the power of the imagination. Once again, Mr. Miyamoto's team has created a must-play game for everyone.

Once Luigi gets his vacuum on a ghost, it's still a battle to capture the apparition, and more ghosts may move in on Luigi while he's battling the first one. Fortunately, Luigi has a Game Boy Color that can help him check maps and see different views of the mansion. He can even use it to control other game functions.



As Luigi timidly explores the haunted house, he discovers new rooms and puzzles. Cinematic scenes break away from the action for a moment to help convey Luigi's emotions and set the scene for upcoming events.



Luigi will discover many rooms, halls and chambers in his night of exploration. Many rooms will be locked at first, and Luigi may have to search for a way to get inside. What he finds within may seem perplexing, and there're always ghosts around that don't like being disturbed.

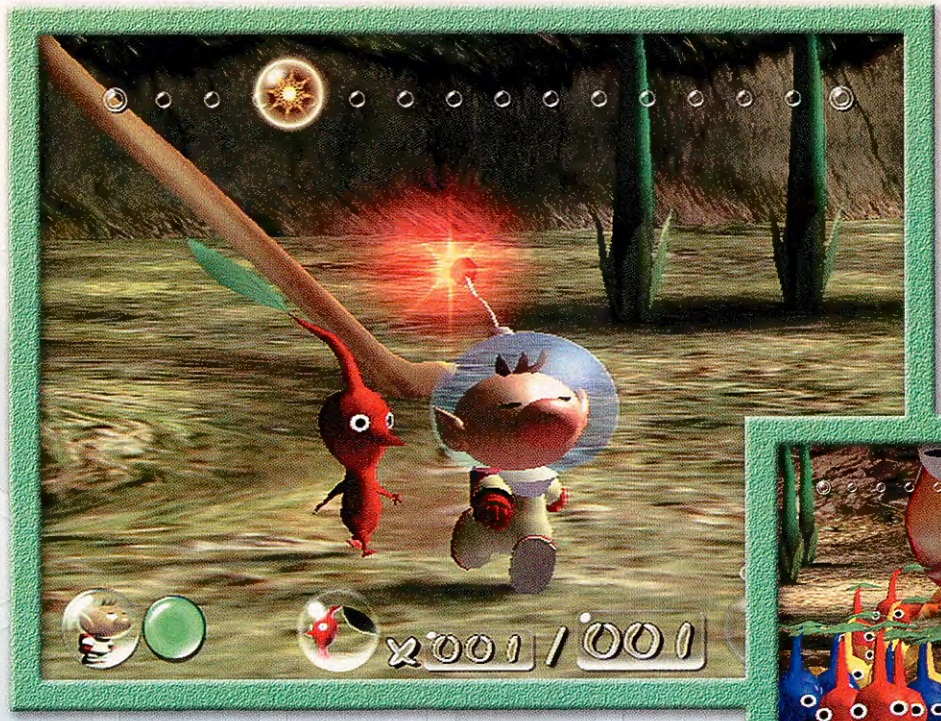
STAR FOX ADVENTURES: DINOSAUR PLANET

As good as the new screen shots of Star Fox Adventures: Dinosaur Planet may look, it now seems as if the first Nintendo GameCube title with roots at both EAD and Rare will not be released with the launch of the system. Nintendo plans to release the action adventure during the first quarter of 2002. That should be welcome news to gamers who have been wondering how they were going to be able to buy all the fantastic games scheduled for release by the end of the year. It's also good news for the game itself. The few extra months of development time are important because Star Fox Adventures: Dinosaur Planet is a very deep adventure, more in the tradition of Zelda titles than the previous Star Fox games or Rare's action-adventure titles, such as Donkey Kong 64 and Banjo-Kazooie. The game world is vast, the story is complex and exciting, and the action is intense. The scope of SFA:DP is epic, and at the same time, the heroic character of Fox McCloud is more accessible than ever before. What a way to start the new year!

The mechanics of battling in Star Fox Adventures: Dinosaur Planet are more akin to a Zelda game than to previous adventures from Rare. One surprise is the inclusion of magic, and another is that you won't control Fox in his Arwing fighter. As you can see in the top-right corner of the screen shots, you'll select items, weapons and even your sidekick using the C-Stick.

The rich graphics of Star Fox Adventures: Dinosaur Planet were impressive when Rare demonstrated an early N64 version of the game that didn't feature Fox McCloud. As a Nintendo GameCube title, the game is far more impressive. The GCN lets designers take the next step in realism with amazing lighting and shadows. Textured surfaces include details such as bump, dirt and specularity. Leave it to Rare to get the most out of any new technology.

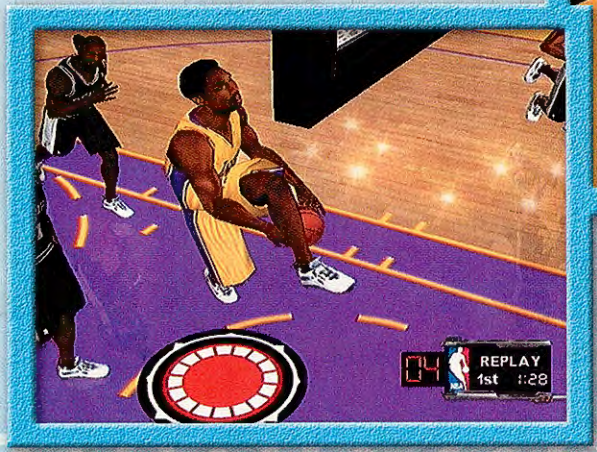
The most intriguing game in the early lineup for Nintendo GameCube is Shigeru Miyamoto's absorbing Pikmin. It's not easy to describe. Although Pikmin has real-time strategy elements, it's not really a real-time strategy game. And although it has puzzle elements, it isn't really a puzzle game, either. In fact, when you play Pikmin, you feel as if you're working with the Pikmin, not controlling them. They're like little leaf-headed pets, and they're as loyal as any dog. They will selflessly charge into battle on your behalf, which makes them rather noble, too. What we've discovered about the Pikmin is that you can't help but like them, and if you send them to their doom against some horrible monster, you can't help but feel guilty. Is it a game with a conscience? Maybe not, but you'll certainly feel a twinge of conscience when your beloved Pikmin become an alien's breakfast. The Pikmin are yours completely, so don't let them down. They would never think of letting you down.



Your Pikmin militia isn't terribly bright. You have to provide the brains when it comes to warring with hungry native Pikmin eaters. Intuitive controls let you select and order your Pikmin with ease. Whether you're tearing down a wall or sneaking up on a dozing monster, you'll be in total command.

NBA COURTSIDE 2002

NBA Courtside 2002 has its roots on the N64, but the stunning graphics of the Nintendo GameCube title make it a true original. You'll recognize your NBA favorites even from a distance thanks to detailed models and individual face textures. Action on the hardcourt is as fluid, and sometimes as brutal, as it is in the real NBA. Kobe and Shaq may dominate the game, but if you learn the dozens of moves, jukes, blocks, steals and gravity-defying shots, you may take a run at the championship yourself. With more player moves, more game options and more realism than the competition on other home consoles, NBA Courtside 2002 is a slam dunk winner. But the best part of the Courtside experience begins when you've got some real, human competition. Four-player quick games or full seasons offer every level of challenge and excitement for hardcore hoops fans. The action will start this fall on the Nintendo GameCube.



A closeup camera replays the action in NBA Courtside 2002 so you can see your winning moves. Gone are the days of players who skate over the parquet. Courtside's incredible graphics put you on the hardwood and face-to-face with the best of the NBA.

GALLEON: ISLANDS OF MYSTERY

Interplay's Galleon: Islands of Mystery is a surprise GCN action adventure that is scheduled to be released this December. The exclusive photos from Interplay arrived with a brief description of the game, which is set in a time of magic, heroic sea voyages and swashbuckling derring-do. Players take on the role of Captain Rhama, whose world is filled with shipwrecks, pirate battles and epic legends that come to life. Rhama races against time to locate an ancient artifact capable of unlimited power and destruction. Originally, Interplay had planned to release Galleon for the PC market, but a few days with a GCN development kit opened some eyes.

It's a testament to the ease of development on GCN that Interplay's long-awaited Galleon: Islands of Mystery will first appear on Nintendo GameCube.

The 3-D adventure features a huge cast of characters and was designed by one of the creators of Lara Croft and the original Tomb Raider. Interplay says to expect intrigue, suspense, romance and revenge. It's enough to shiver your timbers.

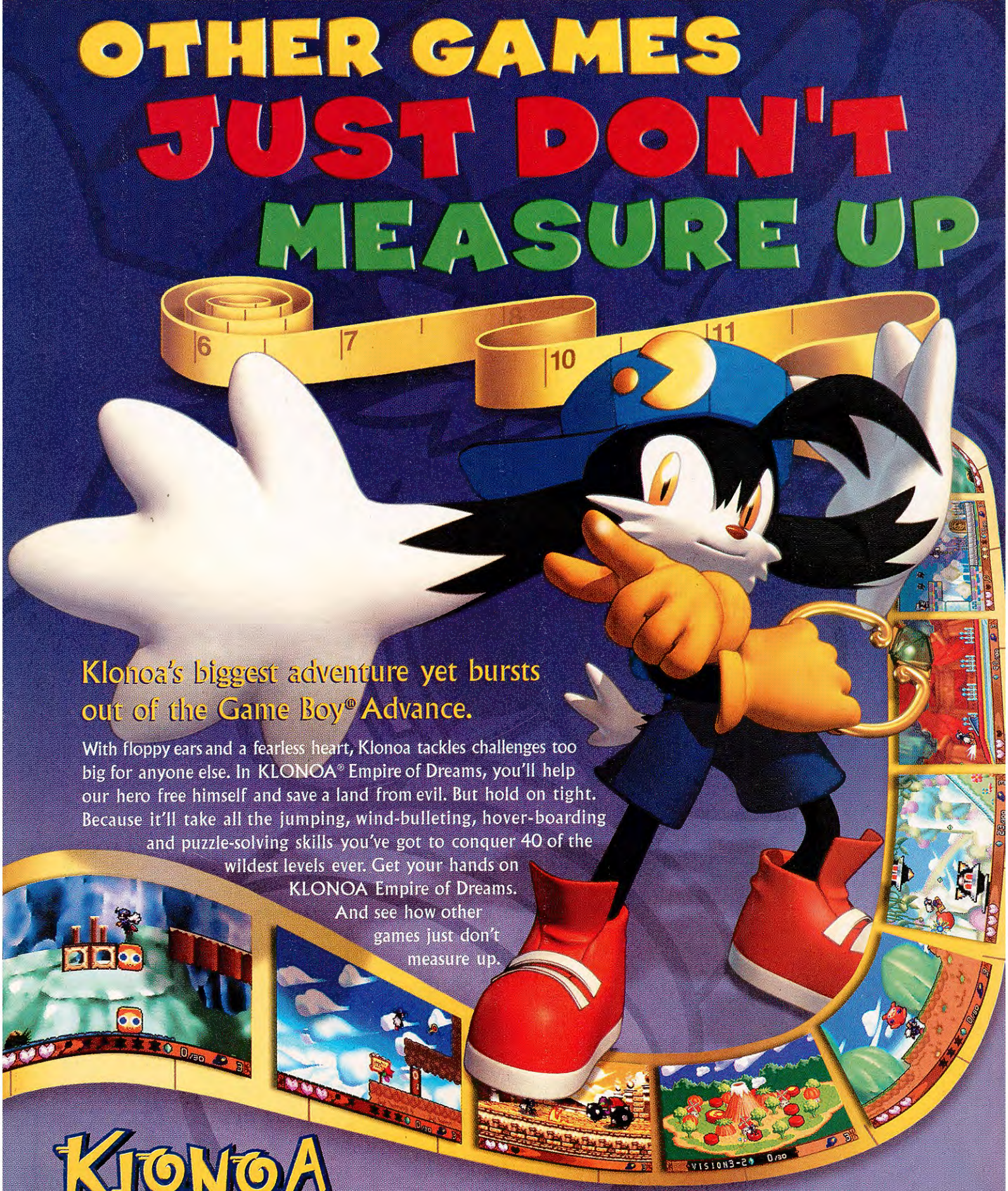
COUNTING THE DAYS...

As the countdown to GCN-Day continues, news keeps breaking on developments around the world. Nintendo Co. Ltd. revealed pictures of the cables that can be used with GCN, including S-Video cables and standard A/V cables.

In Japan, Matsushita Electric Industrial Co. will market a device that combines a GCN video game console and DVD-playing capability. There's no word on when the Matsushita (Panasonic) machine might debut in North America, but it points to the versatility of Nintendo's new flagship game console.

Next month, NP will showcase several GCN games and bring you coverage of Nintendo's Space World show in Japan, where major announcements will be made concerning new GCN games and the connection between Game Boy Advance and Nintendo GameCube. The picture to the right shows the new Game Boy Advance connector cables and how they plug into the Nintendo GameCube. You can keep up with all things GCN by visiting nintendo.com. That's where you'll find live coverage of Space World beginning on August 24th. Start counting the days.

OTHER GAMES JUST DON'T MEASURE UP



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MEGA MAN BATTLE NETWORK

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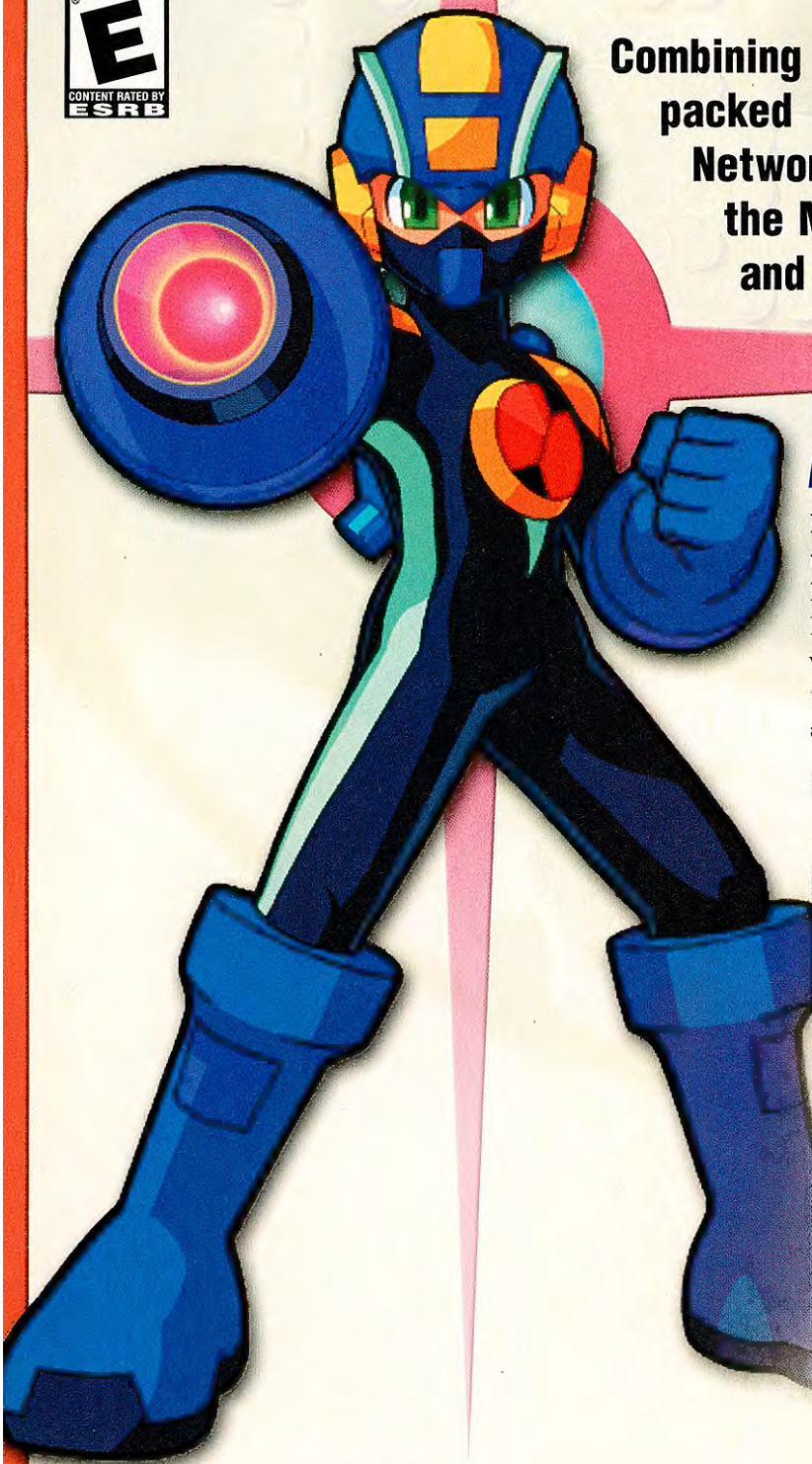


Combining RPG-style level building with action-packed combat, Capcom's Mega Man Battle Network for the GBA offers a unique twist on the Mega Man formula. Grab a blue helmet and hang on as NP shows you the ropes.

A Man with a Plan

In the future, everyone owns a PET—a kind of personal data assistant with attitude that is used to jack-in to the Network, retrieve Email and perform other functions. It is up to both young schoolboy Lan and Mega Man.EXE—Lan's PET—to save ACDC Town and the world's computer Network from an evil conglomerate known only as the WWW. Read on for the best strategies on Mega Man's boldest adventure to date.

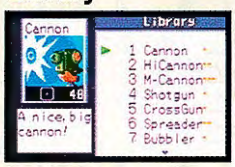
Main Menu

The main menu, which you can access by pressing Start, contains a number of important features.

Folder

You can keep usable Battle Chips in Lan's Folder. Keep extra chips in the Sack.

Library

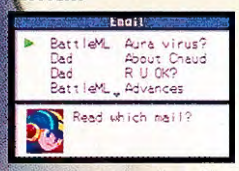


A complete list of every Battle Chip you've collected can be found in Lan's Library.

Mega Man

You can check Mega Man's status anytime. You can also upgrade his Buster Gun here.

Email



Friends and family will send Lan Email from time to time.

Items

Lan stores his items, like ID Cards, in the main menu.

Network

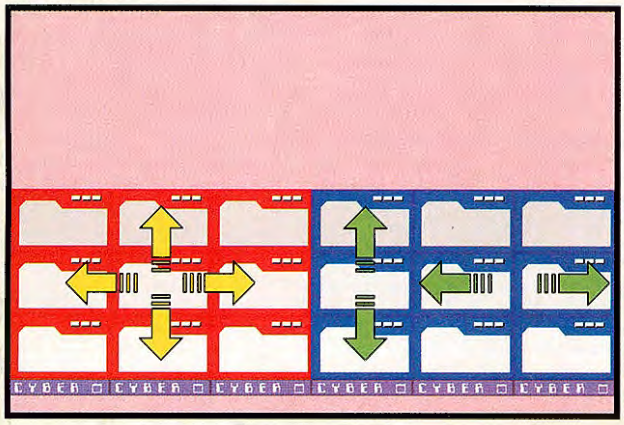
You can trade or fight with a linked friend in the Network screen.

BATTLE BASICS

Battles in MMBN use a hybrid real-time/turn-based combat system. Mega Man's special attacks are contained on items called Battle Chips—and, of course, he can always use his Buster Gun.

Battlefield Earth

Battles take place inside the computer Network, which is also where Mega Man resides. Each battlefield is comprised of squares in a three-by-six pattern, with enemies on one side and Mega Man on the other.

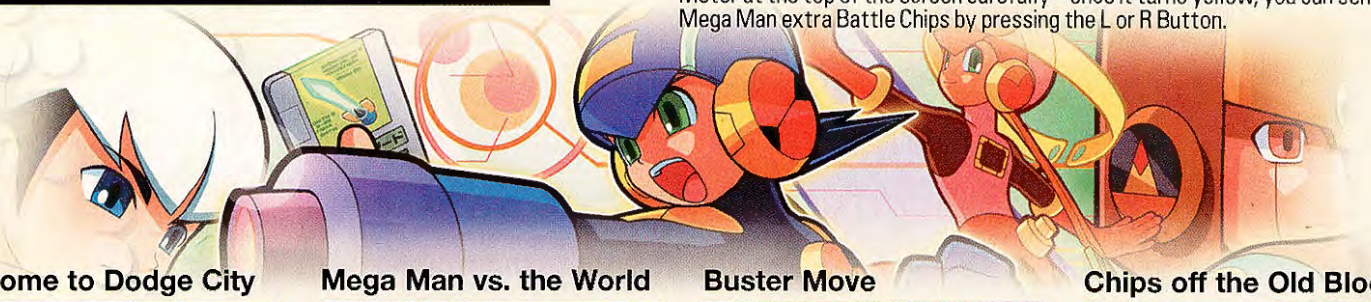


How to Succeed in Virus Busting without Really Trying

Once a battle begins, Lan can send Mega Man a variety of Battle Chips—which Mega Man can then use to attack and/or defend himself from enemy viruses. You have as much time as necessary to select Battle Chips, but once they're sent, combat switches to real time.

Betcha Can't Use Just One Battle Chip

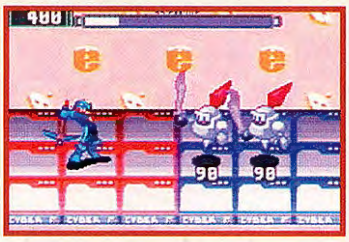
Most enemies absorb a number of shots before they're defeated, which means you must send Mega Man more than one wave of Battle Chips. Watch the Battle Meter at the top of the screen carefully—once it turns yellow, you can send Mega Man extra Battle Chips by pressing the L or R Button.



Welcome to Dodge City

Once you've sent a Battle Chip, Mega Man can move anywhere within the field of red squares. Most attacks require you to align yourself with an enemy—but don't stay in one place for long! Fire your weapon, then dodge the enemy attack.

Mega Man vs. the World



Some enemies attack in pairs or in even larger groups, but many Battle Chips contain attacks that can strike every enemy in a line or row. Learn which chips hit more than one enemy and use them as necessary.

Buster Move

Once you exhaust your initial supply of Battle Chips, it's often best to wait for the next delivery rather than attack with only your Buster Gun. The Buster has infinite ammo, but it isn't very powerful initially.

Chips off the Old Block

Enemies in the computer Network aren't the brightest creatures around, and they often move in predictable patterns. Learn their movement habits and plan your attacks accordingly.

Move and Groove

Unlike PETs—which are Network helpers like Mega Man—enemy viruses have a limited number of attacks. When you encounter a new enemy, wait for it to attack so you know its move and can avoid it in the future.

Stop and Bop

It's easy to fall into the habit of quickly moving each time an enemy attacks, but sometimes the best place to be is right where you are. Most enemy attacks have a give-away, like a burst of light, that shows where it will strike next.

The Square Dance

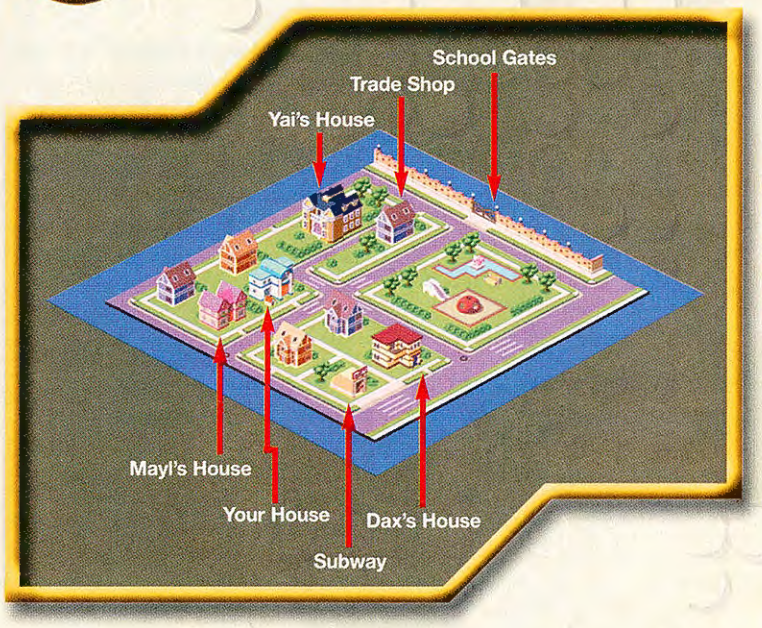
While most Battle Chips contain pure firepower, some will alter the battlefield in various ways—such as removing single squares or turning an entire row of squares from blue to red.

PET, Heal Thyself

If Mega Man is low on power, send him an energy-boosting Battle Chip to restore his HP. Note that Battle Chips replenish themselves after each battle, so use as many as you need.

ACDC Town

ACDC Town is a quiet burg where nothing much happens—but all that is about to change. There have been rumblings about some unpleasant appliance malfunctions, including exploding ovens, and WWW appears to be behind the nastiness.



The Dog Door

The doghouse outside Lan's abode is really a portal to the Network. The kind of portal is commonly known as a jack-in port.

Jack-In Here

Many items can be used as jack-in ports, so search for them carefully. To jack in and send Mega Man online, press the R Button.

The Chip Shop

Though deserted in the beginning of the game, the small blue house near your school will eventually sell rare Battle Chips.

Wake Up and Smell the Email

When the game begins, Lan will be resting in bed. There's no time for snoozing, however, as you're about to be late for school. Grab your PET, also known as a Navi, from the corner of the room. Check your Email before leaving the bedroom.

Yummy in the Tummy

Lan's mom has cooked him a delicious and healthy breakfast, and there's a surprise Battle Chip hiding under the plate. Be sure to search common household items, like plants, dishes and shelves, to find Battle Chips and other hidden goodies.

Back to School

Leave your house and go to school. You'll have a moment before class to speak with other students and look around. Once you've got the lay of the land, speak to the mohawked kid at the rear of the classroom to make the teacher appear.

A Class Act

Your fifth-grade teacher will take you on a brief tutorial, which guides you through the basics of combat in the Network. Pay close attention to her lessons.

Big Bully Battles

Once class is over, visit the bully, Dex, and challenge him to a fight. Your PET will battle his PET, but it's a fight you should be able to win easily. Make sure your Folder is in order before taking him on.

Unnecessary Repairs

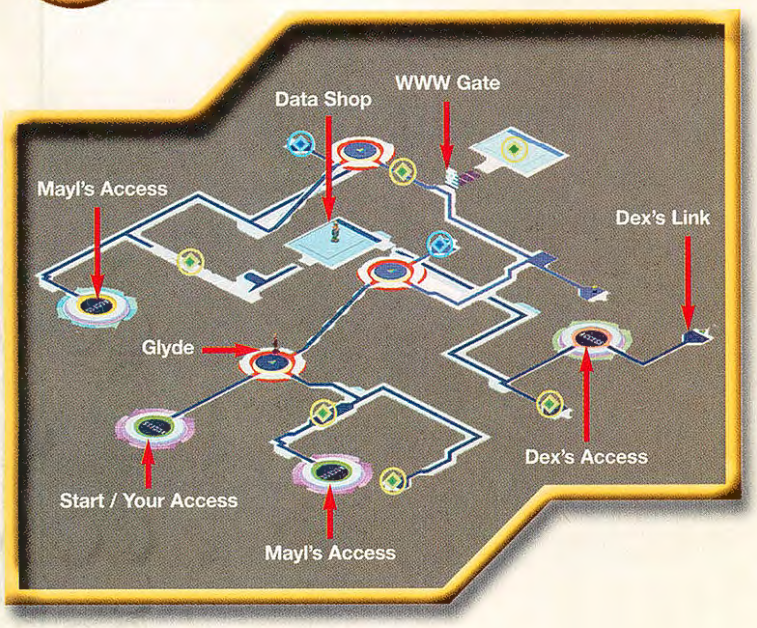
After school, look around ACDC Town for hidden Chips and jack-in ports, then head for home. A goateed repairman is making adjustments to your oven—ignore him for the moment and head for the bedroom.

Surf the Network

Much like in real life, students returning from a hard day of school like to relax in the afternoon by going online. Jack in to the PC in your room, then use Mega Man.EXE to explore the Network. Remember that Lan's world is called the Real World, while Mega Man's domain is the Cyber World.

CYBER WORLD

At first you can access Cyber World only from Lan's PC, but as you progress through the game, you'll discover new areas of the Network to explore. You can access new areas via Links, which are also called Access Points.



Look for Mystery Data icons on the maps—they often contain a new Battle Chip or cash. Mystery Data will move around as you enter and leave the Network.

New Frontiers

You won't be able to access many areas on the Network until you complete a certain task or find a special item.

Glyde Will Provide

After jacking in to your PC, Mega Man will quickly meet up with classmate Yai's PET, Glyde. It seems one of Yai's programs has become lost in the Net, and she can't track it down. Glyde will give you an access code for Yai's computer if you agree to take on the task, so start searching for the missing program.

Hardware Hawking

As you search, you'll encounter a net merchant selling new Battle Chips, as well as Buster Gun and HP upgrades. If you have the cash, buy the upgrade of your choice. If you upgrade the Buster, be sure to activate it in the Mega Man section of the main menu.

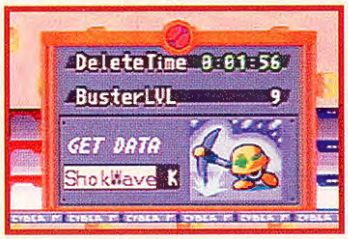
Pretty as a Portrait

Glyde will be waiting for you inside Yai's Portrait. (A Portrait is a name for a person's private sector of the Network.) Once you gain access to a person's Portrait, you can return to it as often as you like. Search Yai's area for Mystery Data, then jack out by pressing the R Button.

She's on Fire!

Lan returns home to find his mom in a tizzy and the oven in flames—proving once again that oily repairmen with goatees are simply not to be trusted. Save the house and dinner by jacking in to the oven and determining the problem.

Virus Busting



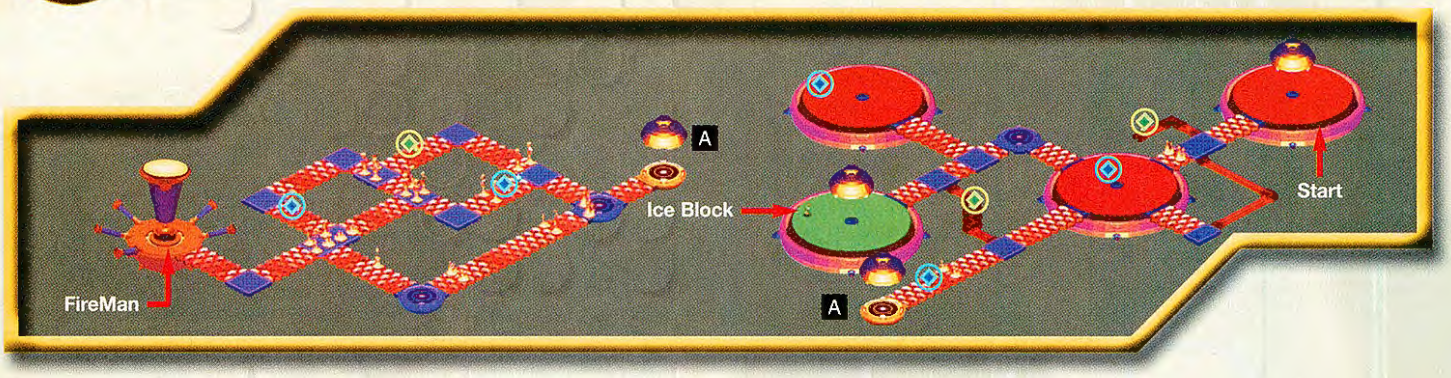
As you search for Yai's program, you'll be attacked by computer viruses. Most of the viruses are small fries, so battle them for easy experience and Zennies. Sometimes a defeated virus will drop a Battle Chip. Make sure to move new chips from the Sack to your Folder so you can use them in battle.

Little Program Lost

You can find the missing program near Dex's Link. Once you track it down, return to Yai's Access Point for a well-deserved reward. Make sure that you locate all the Mystery Data—some Mystery Data won't be accessible when you first find it. Make a note of the location and come back for it later.

INTO THE OVEN

In the world of Mega Man Battle Network, even common household appliances have Network access. Send Mega Man into the oven to learn why it's shooting flames at dear old Mom, and get ready for a fierce fight.



The Oven Coven

The programs in the oven are in sad shape, and they won't be very helpful. Speak to them anyway, then proceed down the ramp and into the depths of the oven. One of the programs will tell you about the Ice Block, which can be used to put out fires.

Chill Out

The Ice Block will extinguish fires and grant you passage through the oven, but it fires only seven times. That's more than enough to get to the boss, FireMan. If you happen to run dry, return to the Ice Block area and pick up a second one. All extinguished fires will reignite if you do.

You're Fired

Once you reach the Ice Block, Mega Man will be trapped by an explosion, which returns you to the Real World. As Lan, grab a Water Gun from your bedroom drawer and hose down the oven to save Mega Man.

Movin' On

Once the oven is soaked, you'll be returned to the Cyber World. Head for the Teleporter to the right of the Ice Block (marked with an "A" on the map) to continue to the oven control center.

FireMan

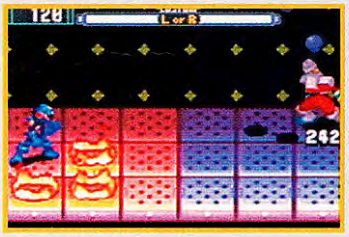
Meet the Flamethrower

The WWW Navi, FireMan, has a number of powerful flame attacks. The first is a direct stream of fire,º which you can easily avoid. Wait for FireMan to duck his head, then quickly get out of the way.

Diagonal Flames

FireMan will also shoot flames in a diagonal pattern. The flames sometimes follow you, so you must get out of the way quickly. FireMan shoots diagonal flames when he holds his arm out straight.

A Burning Ring of Fire



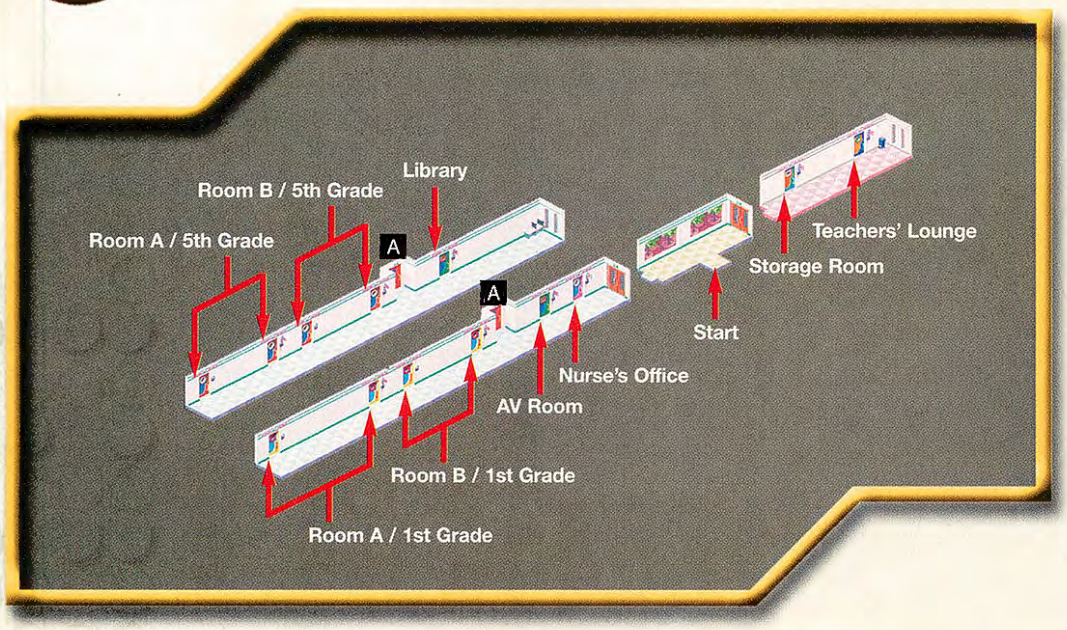
FireMan's final attack is a series of flaming bombs that he launches from the top of his head. Watch the shadows to see where they will land, and make sure you're standing elsewhere. FireMan is vulnerable to attack while launching bombs.

Play Time

Once your oven escapades have cooled down, spend some time visiting your neighbors in ACDC Town. Search for jack-in ports and Mystery Data, and be sure to return to the net merchant to spend your Zennies. Once you've seen all there is to see, return home and go to bed.

SCHOOL THE FOOLS

A new day is dawning, but there are mysterious goings-on at the old brick schoolhouse. Head for class to uncover yet another nefarious WWW plot.



The Goods

Be sure to search every nook and cranny of the school for hidden surprises.

Chip Trading

Some folks will ask to trade Battle Chips. Always agree—you'll often get a powerful chip in return.

A Late Arrival

Lan, still groggy from the oven adventure, has overslept and missed his alarm. Run to your class, but look around the school first—you'll find Battle Chips and power-ups hiding in various locations, such as bookcases, desks and medicine cabinets.

Substitute Teachers

A fuzzy-haired substitute teacher named Mr. Higsby has been hired to help teach Lan's class. If previous history is any indication, it's a good idea to keep a close eye on anyone with an odd hairstyle.

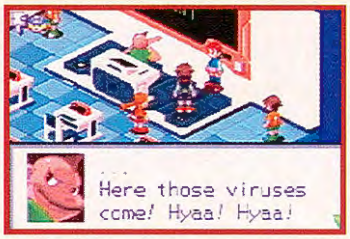
Lan the Man Talks Again

After meeting Mr. Higsby, walk around the classroom and shoot the breeze with your friends. Talk to the girl by the blackboard to move on to the next event.

The Talented Mr. Higsby

Mr. Higsby's next lesson isn't by the book—instead of teaching math, he programs the blackboard to run a WWW brainwashing tutorial. Since it hasn't been approved by the local schoolboard, you'll have to take Mr. Higsby out.

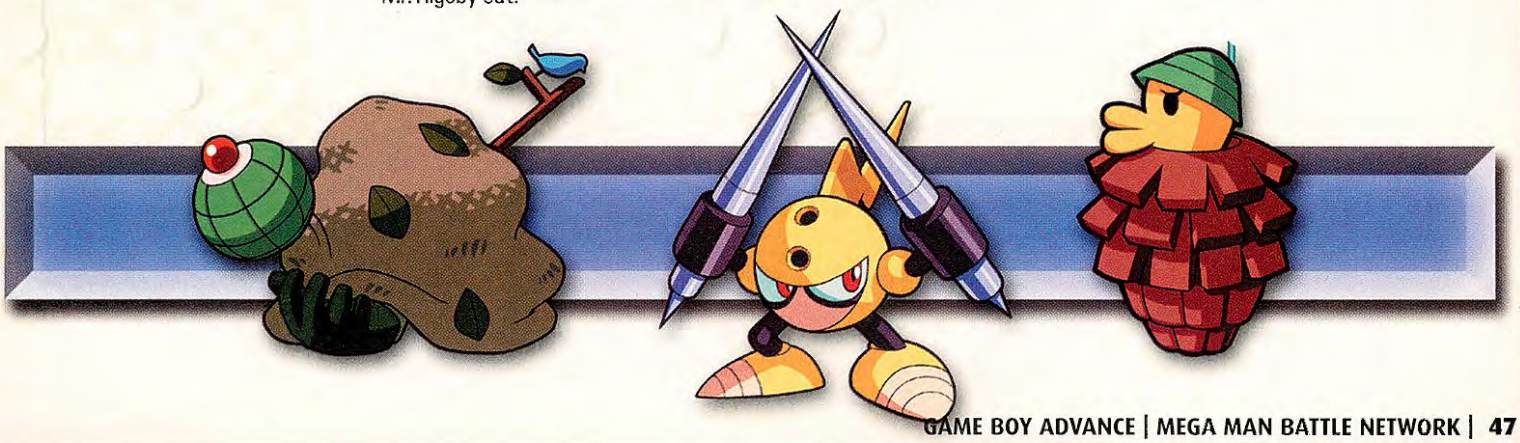
Dex Checks His Specs



Dex attempts to straighten out the teacher, but quickly fails. Don't let that frighten you, however—show the new professor a thing or two and take him on yourself.

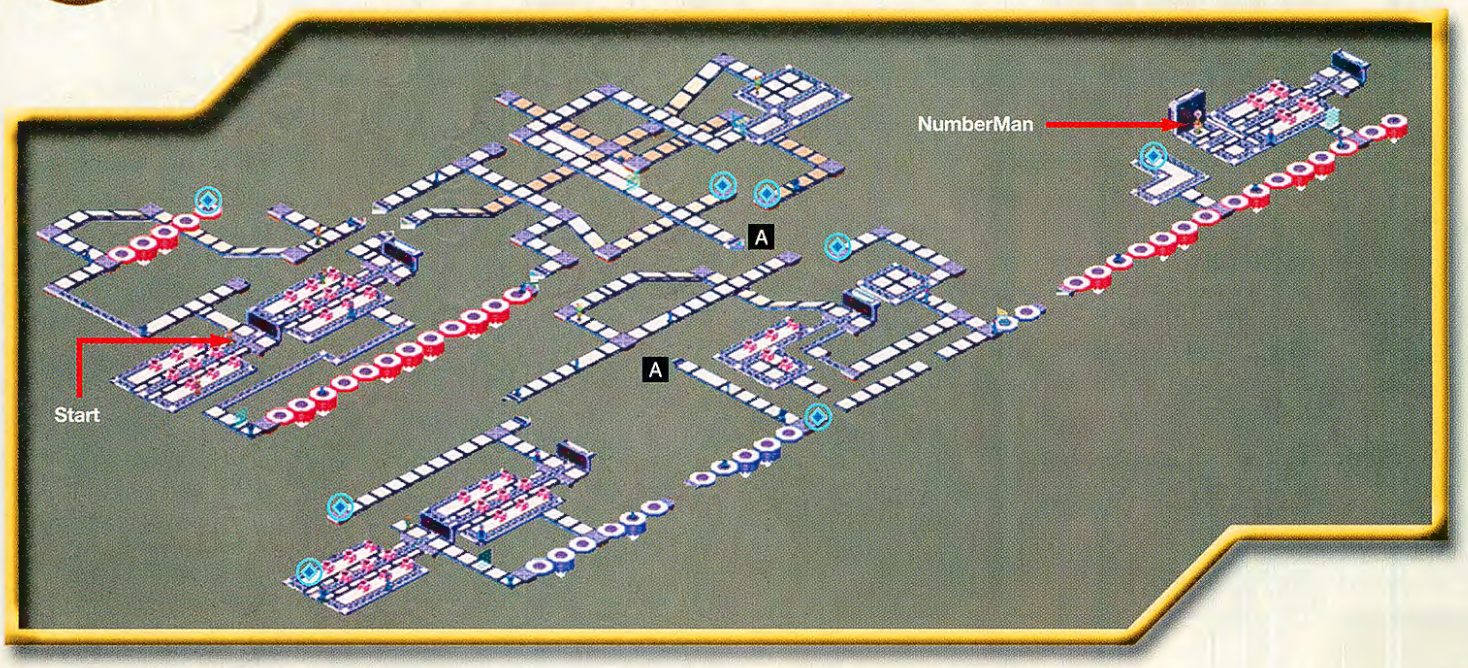
Lan to the Rescue

Talk to Mari, the girl by the blackboard, before jacking in. She'll give you a Battle Chip that summons her PET, Roll. It's a very powerful chip, so make sure it's active in your Folder.



SCHOOL'S IN

As Mega Man struggles to free the school's Network from the clutches of WWW, Lan will have to help his PET in the Real World. Save your game often—the new WWW viruses are strong.



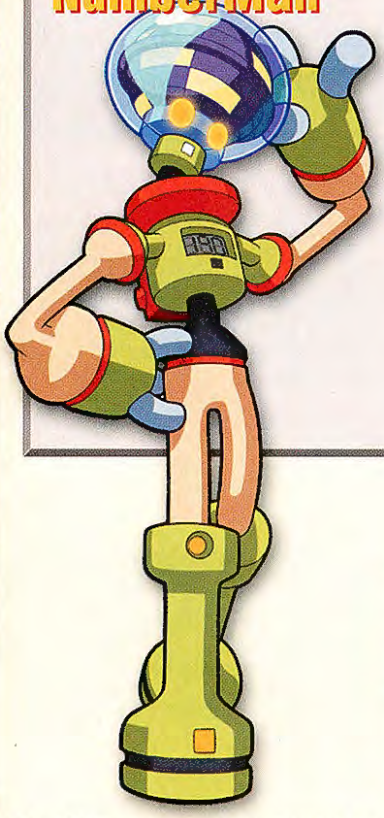
Passcode Perusal

Many areas of the school Network are behind passcoded doors. Lan will have to find codes in the Real World then relay them to Mega Man. For the first two passwords, the number of chairs in 5A is nine. The number of History of the World Volumes for the second password is 30.

A Shocking Experience

After reaching the Cyber World's AV Room, Mega Man becomes trapped in a force field. Take Lan to the AV Room in the Real World and locate a computer desk in the top right-hand corner of the room. Restart the computer to free Mega Man.

NumberMan



Pick a Number

NumberMan's main attack launches balls with different numbers at you. The numbers indicate how much damage each ball can take, so find the lowest number quickly and destroy it. You'll want mostly long-range attacks in your Folder.

A Dicey Situation

NumberMan will occasionally drop dice from the sky. The number on the die represents the number of seconds you have left before it explodes and damages every square in your sector. Destroy the die ASAP.

Bombs Away

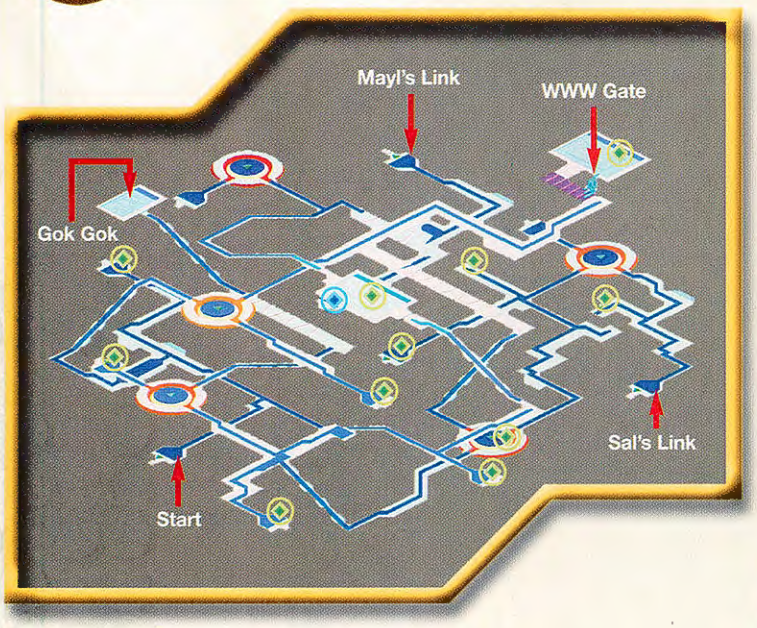
NumberMan's final attack drops a bomb with a three-second timer. Like the die, the bomb will damage all squares, so shoot it fast. Use your Battle Chips on NumberMan, but take out bombs, balls and dice with your Buster Gun.

Take It to the Subway

After NumberMan is no more, make for the newly opened Subway to visit your father—who promised to give you a Mega Man PowerUp Program to make up for his absentee parenting. Unfortunately, the Subway isn't running currently, so head home and use your PC to jack in.

METRO A-GO-GO

The trains aren't running on time in ACDC Town—in fact, they're not running at all. Head to your PC to find a fix for the local transportation woes. You'll need to do a lot of Network hopping before all is said and done.



Bully in the Machine

Once you jack in to your own PC, head right as far as you can until you encounter a portal that leads to Metro's section of the Network. You'll need Dex's Link to access it, so go talk to Dex in the Real World and see if he's in a sharing mood.

Say "Please"

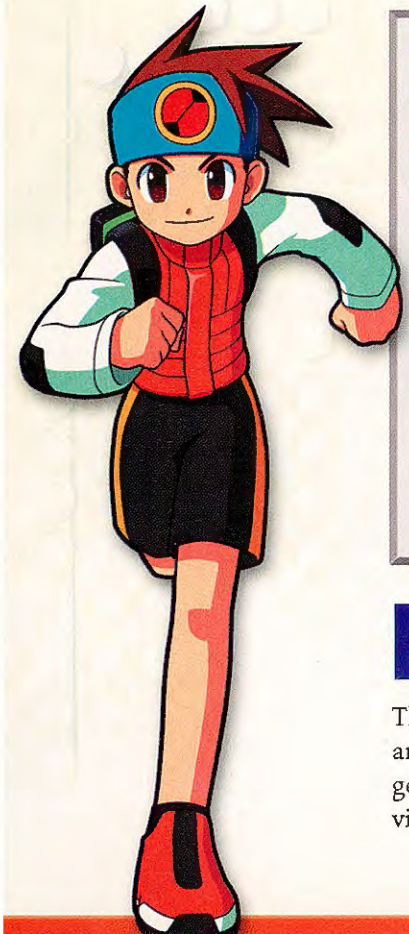
Dex won't let you use his Link unless you defeat him in battle, and he'll demand a Battle Chip before the fight even begins. Give in to his demands, then wallop his GutsMan with your most powerful Battle Chips. If you win, Dex will give you GutsMan as a reward.

Mother, Mayl I?

The Battle Chip Dex wants is a Recov50. If you don't have one in your possession, go to Mayl's house and jack-in to her PC. You'll find the Battle Chip there, as well as her Link.

Through the Metro

Use Dex's Link to enter the Metro area of the Network. (To find it easily, use Dex's PC to jack in and head right.) Once you're inside, gather up any loose Mystery Data that you find and head for the area of the map marked Gok Gok—where a fierce boss battle awaits.



Gok Gok

Watch for Falling Rocks

Gok Gok's main attack calls down rocks from the sky. They drop in groups of three and are easy to avoid if you watch for the shadows. Gok Gok doesn't move, so it is vulnerable to Quake and Bomb Battle Chips.

Watch for Falling Blocks

Sometimes Gok Gok will drop a square block on your side of the battlefield. You can either wait for the block to disappear, break it using the Hammer Battle Chip that the net merchant sells.

Watch for Huge Lasers

For its final attack, Gok Gok will separate part of its body to fire a gigantic pink laser. The laser will take out Mega Man in a flash, so avoid it at all costs.

Fight for Your Rights

The Metro is saved and ACDC Town breathes easy—but Mega Man's job has only just begun. There are even more terrible viruses to bust and plans to thwart before Lan and his PET encounter the evil genius at the heart of WWW. And though we don't want to give away too much, rest assured that the villain should be quite familiar to Mega Man fans . . . Is there a doctor in the house?

NHL ACTION HITS THE ICE AND TAKES THE NINTENDO GAMECUBE BY STORM IN NHL HITZ 20-02, AN ALL-NEW TITLE FROM BLACK BOX GAMES AND MIDWAY. NP BRAVED THE SNOWY NORTH OF CANADA TO GET AN EXCLUSIVE DEVELOPER INTERVIEW AND AMAZING SCREEN SHOTS OF THIS BLISTERING LAUNCH TITLE FOR THE YEAR'S HOTTEST NEW SYSTEM. WE'RE ON FIRE!

TASTE THE ICE—NINTENDO GAMECUBE STYLE

Nintendo Power recently took a trip to Black Box Games in Vancouver, British Columbia, for an exclusive peek at the amazing new Nintendo GameCube launch title, NHL Hitz 20-02. We even managed to sit down with the game and try it out—and we're thrilled to say that it's one of the best hockey titles we've ever played. The following pages contain a play-by-play broadcast of our game experience and portions of our interview with Black Box. The announcer's voice appears in chilly blue type, color commentary is yellow, and direct quotes from our reporters at rinkside, the Black Box development team, are in white.

PLAY-BY-PLAY

LET'S GO TO THE BOOTH!

"Hello and welcome to NHL Hitz 20-02! I'm Bobby Oar, and with me, as always, is Dwayne Gretzky."

"Good to be here, Bobby."

"We've got a great game on our hands, and we're very excited that the Black Box development team has come all the way from Vancouver, British Columbia."

"Word is that the Black Box crew will be at rinkside tonight."

"That's right, Dwayne. They'll be giving us commentary and insight throughout the game, so let's go to them now."

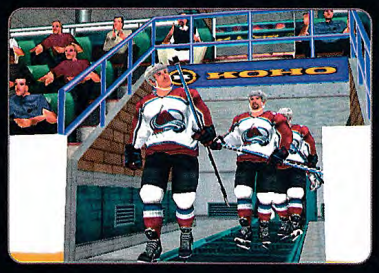
"We wanted a game that's easy to pick up and play, but difficult to master, so you get into it and grow with it, you learn new things. That's the foundation for us."

"That describes NHL Hitz to a T."

"You bet, Dwayne. Those fellows from Black Box sure know their hockey."

"We've heard that you even have an office hockey team. Is that true?"

"About a third of the office plays hockey on a weekly basis. So we're not just guys who make hockey games, we're players as well, and we incorporate what we like into the game. Sometimes I'll do something, like block a shot with my stick between my legs, and I'll say, 'Yeah, I learned that from NHL Hitz, baby!' So in some cases, I've learned to play better based on what we implemented in the game."



"NHL Hitz 20-02 is going to be a Nintendo GameCube launch title, right?"

"That's right, Dwayne."

"Well, we're about to get started—look, the players are skating onto the ice right now!"

"This is three-on-three hockey with the biggest and brightest NHL stars. Patrick Roy is here, Jaromir Jagr is waiting on the bench, and there's the NHL Hitz 20-02 cover man, New Jersey Devils captain Scott Stevens."

"We have the full NHL license, but we chose the best and hardest hitters from each team—so you've got the first-line goalie and then six players to choose from. On every team we've got at least one tough guy and one top player."

"The ref is skating to the middle of the ice. He's getting ready to drop the puck ... and we're underway!"

"WE'RE NOT JUST GUYS WHO MAKE HOCKEY GAMES, WE'RE PLAYERS AS WELL."

FIRST PERIOD:

"Dwayne, this rink looks a little smaller than regulation arenas."

"The neutral zone is a lot smaller. That means you'll spend more time shooting and less time trying to track down a loose puck."

"More action. Is that what fans want?"

"Well, when Midway releases a hockey game, what do you expect? It's going to be hard-hitting, it's going to be fast and it's going to be a big, tough game with a bit of humor involved."

"Look at the rink! Brett Hull has the puck. He's flying down the ice, he shoots ... Oh no! It's wide right!"

"I thought he had that one, Bobby."

"I did, too. Let's go rinkside and find out more about the game."

"We've added a lot of things to NHL Hitz that make it deeper than most sports sims. We made it an easy game to pick up and play, but we've incorporated a lot of neat tricks, too, like goalie fatigue, where the goalie gets tired the more you shoot at him. Also, if you're open for a shot, you have a better chance of scoring. There are attributes for all the players, and we've got fake shots, one-timers, fake shot passes, poke checks, body checks, turbo shots, all of it—so from that level it's very advanced. You feel like you're playing a hockey game, not just an action sports game."

"Maybe Brett should have tried a fake shot pass."

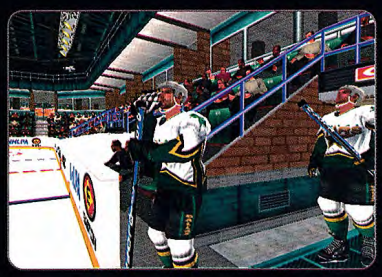
"He should have done something, because that shot was a lame duck."

"And there's the buzzer. The first period is over and we're scoreless."

"Hey, look! A Zamboni!"

"Yeah, there's a Zamboni in the game, but you can't take it out for a spin."

"Too bad. Let's head to the second period."



SECOND PERIOD:

"The second period is underway, and—woah, Nellie! Hull has just scored, and we're only 15 seconds into the period!"

"Another shot like that and he might catch fire!"

"NFL Blitz fans will recognize the 'on fire' feature—which increases a player's stats—but in NHL Hitz 20-02, players who catch fire are actually struck by bolts of lighting from the sky!"

"Somebody call the sheriff! The gloves are coming off, and we've got a fight on the ice!"

"WE DEFINITELY WENT WITH TOUGH OVER FUNNY. YOU'RE NOT GOING TO SEE LITTLE BIRDIES FLYING OVER PEOPLE'S HEADS."

"For fighting, we wanted a different direction than the typical button-masher. We wanted to make it skill-based, so we inserted grabs, punches and blocks. That way, a skilled player with a poor fighter can still beat a rookie player with a great fighter. We basically took our favorite fighting games, researched them for weeks, and then pared down the game play."

"He's getting pummeled! The ref should step in and stop this!"

"No refs, no rules. Not in this game."

"How do you start fights in NHL Hitz 20-02?"

"Just like in real life, two aggressive guys smack each other and get stressed out, then drop the gloves and fight."

"That's the end of the second period."

"Look at those players on the bench. They don't like losing, do they?"

"Players will react happily or angrily at the ends of periods based on how they're doing. So guys down by two goals will smack their sticks and argue, but the other team will be high-fiving."

"Simply amazing."

THIRD PERIOD:

"We're back, and it looks like the crowd is thinning out."

"That must be because the home team is losing, Bobby."

"When you start a new franchise, there won't be that many people around because you're a new team. By the time you start winning and are playing for the Stanley Cup, the arena is packed."

"I have to say, that's the most realistic-looking crowd I've ever seen. How'd you pull that off?"

"One thing that bothered us about sports games was the crowd. With the new systems coming out, we thought, 'Finally, a 3-D crowd!', but no one was doing it. So we thought, 'Let's do it, let's put the effort in.' A 3-D crowd moves a lot smoother, and you don't have to worry about camera angles because they are all 3-D characters. We've even got guys in the front row who will bang on the glass as players come close to them. It [the 3-D crowd] allows us a lot more options."

"There are some vicious hits being laid down on the ice tonight."

"We included the tough guys because it's a tough game. We definitely went with tough over funny. You're not going to see any little birdies flying over people's heads."

"Holy Cow! Tie Dome just got slammed through the glass! He was actually checked through the glass—and look at the crowd! The fans near the glass are trying to protect themselves, but the ones a few rows up are cheering for more!"

"I've never seen that in a game before!"

"The crowd has an AI associated with them, which allows us to do new things, like the wave. Each crowd member is individually animated, too, so people will react to the play around them."

"And the opposing team has just scored! We're all tied up at one-all!"

"There's the buzzer, Bobby. It looks like we're heading to overtime!"

OVERTIME:

"Let's go rinkside to learn about the extra features in NHL Hitz 20-02!"

"We've got all the NHL arenas, plus 14 fantasy ones."

"Fantasy arenas? Wow. Are they far out?"

"The good part is they're all unique and different. We wanted to do more than just create a rink in an odd location. We wanted to create an environment. The first fantasy rink is called the Homeland, which is like hockey out on a pond. You can see a pickup truck and it's snowing."

"THE CROWD HAS AN AI, SO IT ALLOWS US TO DO NEW THINGS, LIKE THE WAVE."

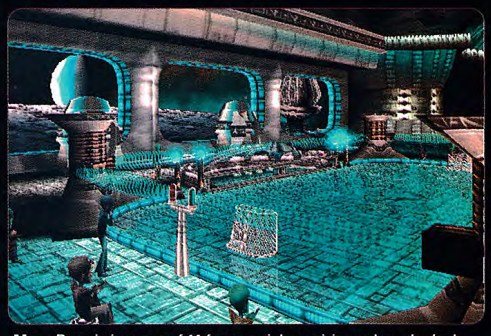
"You can even see fish swimming under the ice."

"You play against snowmen in the Homeland. Actually, all the fantasy teams are tied to their rinks. So you play against aliens in the Moon Rink, stuff like that."

"Fourteen fantasy teams?"

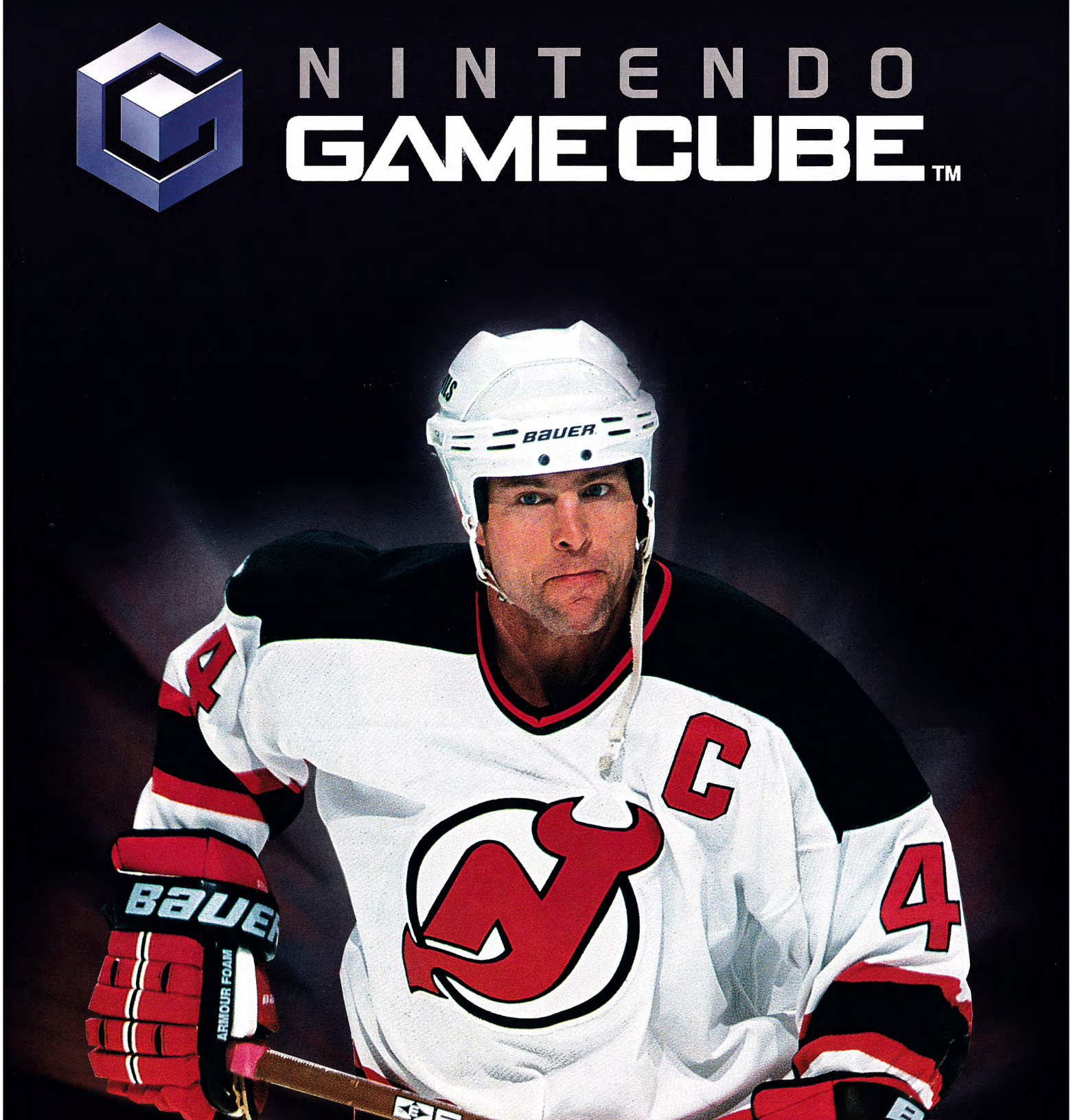
"Plus development teams. There are six development teams that you play against to win the Midway Cup. Tons of codes, too—just like Blitz with three symbols before each game. We've got big heads, big pucks—even a bulldozer puck code that changes the physics and makes the puck mow down players who get in the way. Things along those lines."

"And Brett Hull has just scored the game-winning goal! The Midway Cup is ours! For Black Box Games and Dwayne Gretzky, I'm Bobby Oar wishing you and yours a good night. And be sure to check out NHL Hitz 20-02 for the Nintendo GameCube this November!"



Moon Base is just one of 14 fantasy rinks waiting to be unlocked. You can also unlock giant player heads and classic NHL jerseys.

NINTENDO GAMECUBE™



MIDWAY

NHLPA

NINTENDO POWER

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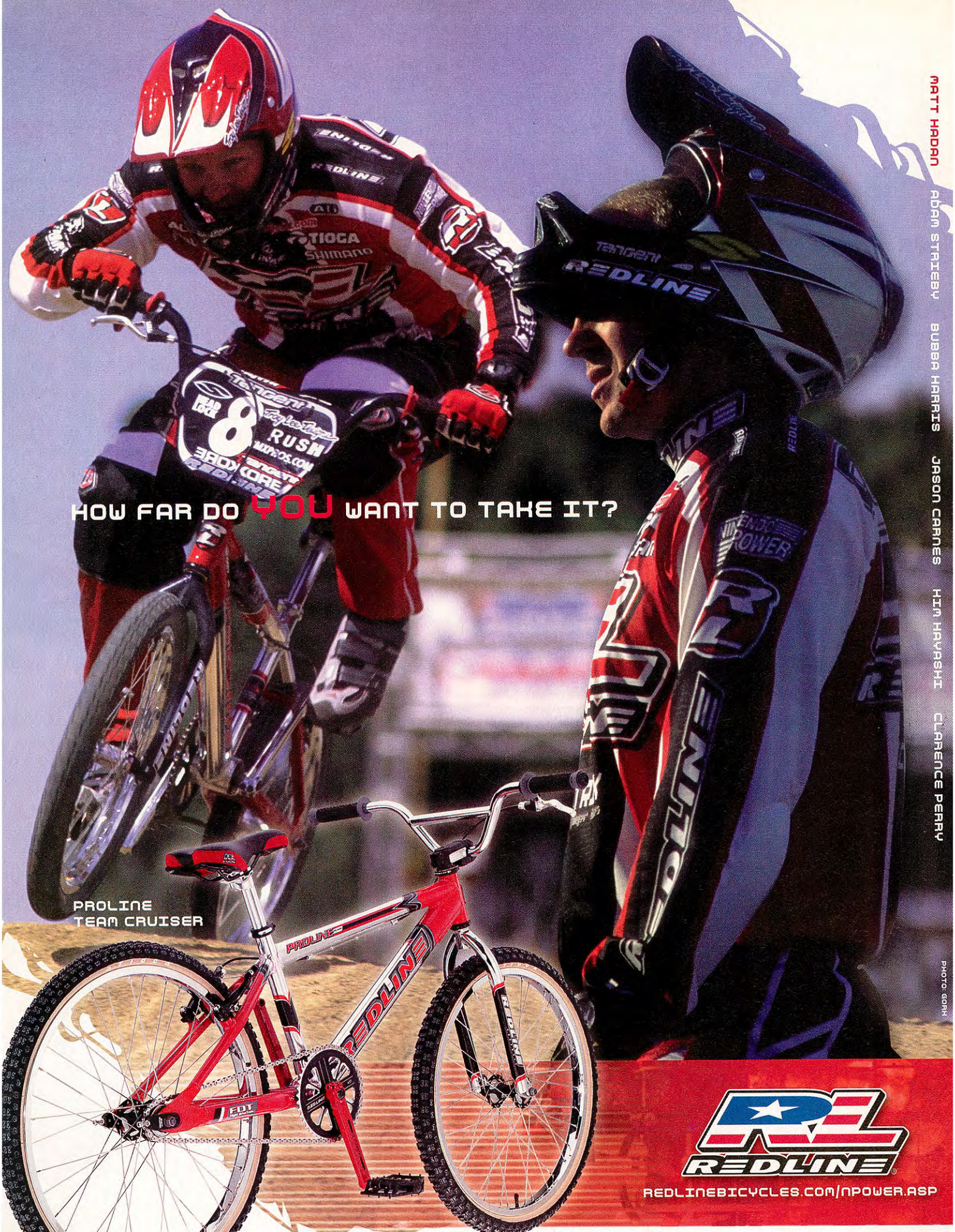

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ALEXRIMS SHIMANO FLICK TRIX LIZARD SKINS NINTENDO POWER KOOL STOP KORE TIOGA PROMC ATI

classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

GT SPEEDERS FOR NP READERS

As if GT Advance Championship Racing didn't offer enough cars from the get-go, we've found a garage full of go-carts and F1 racers! Normally, you'd have to beat major portions of the game to unlock the new autos, but where's the fun in that? Enter all codes at the main menu, which shows the front of a large, silver car. Note that anytime you see two directions separated with a backslash, like Up/Left, it means that you need to press diagonally on the Control Pad.

We were surprised to find go-carts in a game that's already crammed with vehicles, but you won't hear us complain.

CHEAT	CODE
UNLOCK ALL TRACKS	HOLD L AND R THEN PRESS ↑/→ AND B
UNLOCK ALL CARS	HOLD L AND R THEN PRESS ↑/← AND B
UNLOCK ALL TUNING OPTIONS	HOLD L AND R THEN PRESS ↓/→ AND B
UNLOCK F1 MODE	HOLD L AND R THEN PRESS ← AND B
UNLOCK GO-CART MODE	HOLD L AND R THEN PRESS → AND B
WATCH THE CREDITS	HOLD L AND R THEN PRESS ↑ AND B

ROPE A DOPE

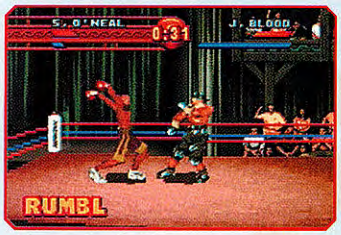
Shaq Daddy is in the hiz-ouse! Ready 2 Rumble Boxing Round 2 for the GBA already boasts a bounty of boxing bruisers, and we've figured out a way to unlock three additional fighters—and unless you've been living in a cave for the past decade, you'll recognize a couple of the portable pugilists. Although we're not used to seeing Shaquille O'Neal or Michael Jackson in a boxing ring, they certainly hold their own against the competition. The third secret boxer, Rumbleman, is arguably the best fighter available. Enter all codes at the main menu—you'll have to reenter them each time you begin a new game.

FLOAT LIKE A BUTTERFLY

Want to pummel folks with the "king of pop?" Highlight the Arcade option in the main menu, then press Left, Left, Right, Right, Left, Right, L+R to make Michael Jackson a playable character.

STING LIKE A BEE

Making his triumphant return from the horror that was Shaq Fu, the skyscraping center now fights for you. Highlight the Survival option in the main menu and press Left, Left, Left, Left, Right, Right, Left, Left, Right, L+R.



RUMBLE LIKE A MAN

To play as mighty Rumbleman, highlight the Championship option in the Main Menu and press Left, Left, Right, Left, Right, Right, Left, Right, Left, L+R.

For more top secrets, infiltrate Nintendo's

ICON KEY: C BUTTONS CONTROL PAD | BIG CHEAT | WACKY | HOT | JUST FOR FUN | SENT BY READER

TONY HAWK'S PRO SKATER 2

OLLIE WANT A CHEATER

Can't talk now. We're too busy testing a cheat menu full of amazing codes for Tony Hawk's Pro Skater 2. Enter codes at either the main menu or during paused game play. (We've even included two additional codes as a bonus.)

I'M FLYING!

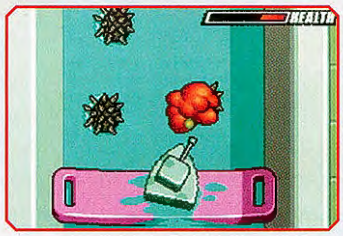
To soar through the air like a baggy pants-wearing bird, hold R and press Left, A, Start, A, Right, Up and Start. Once you've entered the code, press and hold B to fly around the level.

CHEAT	CODE
OPEN CHEAT MENU	HOLD R AND PRESS B, A, ↓, A, START, START, B, A, →, B, →, A, ↑, ←
ALL LEVELS OPEN WITH MAXIMUM CASH	HOLD R AND PRESS B, A, ←, ↓, B, ←, ↑, B, ↑, ←, ←

ARMY MEN ADVANCE

ADVANCED AREA ACQUISITION

The adventures of Sarge and Vikki Grimm continue unabated in Army Men Advance, and if you've been struggling to unlock all the areas, then rest at ease, soldier. You can open every level in the game by entering the code NQRDGTPB at the Password screen.



Bathrooms. Bedrooms. Lots of melted Tans. This is the Army Men we all know and love.

RAYMAN ADVANCE

TO BE CONTINUED

Rayman is a challenging game—especially with a limited number of continues. If you're tired of stingy Game Boy Advance programmers limiting your chances for success, then try beating them at their own game. After your Rayman game ends, go to the screen that asks if you wish to continue and press Up, Down, Right, Left and Start. You'll resume play and the round won't count against your three continue total. You can use the code as often as you want, but you must have lost at least one life before the trick will work.

DEUS EX CONTINUA

You'll never have an excuse to set Rayman down, unless you play for 15 hours and have to change the batteries.

STAR WARS EPISODE I BATTLE for NABOO

SHIPSHAPE

We here at Classified Info are officially declaring September Battle for Naboo month, since the staggering number of codes in the N64 gem has single-handedly been responsible for our continued employment at NP. If you'd like to join in the celebration, head to the Passcode menu and unlock a couple of new ships. Input SIENAR&! to unlock Darth Maul's classy ride, the Sith Infiltrator. To get behind the wheel of an AAT Tank, enter the code &&A!AT.

The Sith Infiltrator is usable on most levels where you can fly a Naboo Starfighter, while the AAT is available for most ground-based missions.

EXCITEBIKE 64

DON'T LOOK DOWN

The Hill Climb minigame in Excitebike 64 is a challenge for the best of bikers—but even motocross champions swoon at the thought of tackling it downhill. If you're feeling brave, head for the main menu and press and hold L, right C, bottom C and A to unlock the Cheat menu. Once it's open, enter the code WHEEEEEEE (with seven Es) and return to the Hill Climb. Instead of riding up the hill, you will race straight down (or in most cases, straight off the edge). Note that you must unlock the Hill Climb minigame before the code will work. You can do that by winning first place in the Amateur Gold setting of Season Mode.

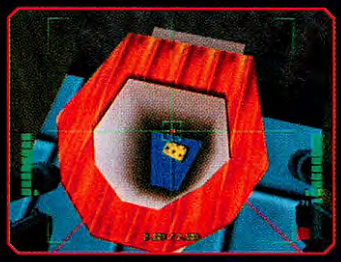
AAAIIIEEE!
The code enables you to see a beautiful mountain vista as you race down a hillside at breakneck speeds. You'll also learn about the scientific principles of gravity, inertia and falling bodies.

PERFECT DARK

CODE COP

SAY "CHEESE"

Howdy, Classified fans. Code Cop here. This month I've tracked down a doozy of a false cheat. I was playing Perfect Dark the other day when I noticed a piece of cheese sitting on a table. Well, that piqued my curiosity, so I started searching through all the levels. Sure enough, I found cheese on almost every one! Now, some folks have been saying that the cheese unlocks a secret "mega-cheat" or that you can use it for health and all kinds of weird things. Folks, it's just cheese. It looks nice, smells bad and tastes good on a cracker, but that's all. If the good folks at Rare had a plan for the cheese, they left it out of the game's final version. Code Cop, over and out.



Now why would someone leave a perfectly good piece of cheese in the toilet?

ALL-STAR BASEBALL 2001

PITCHING A FIT

All-Star Baseball 2001 has a great Create-a-Player Mode, but you can make it even better. To create the planet's most powerful pitcher, go to the Create-a-Player Mode—under the General Manager menu—and make a pitcher of any type. Go to the Attributes screen and take all the points away from his four pitching stats, then redistribute them to other categories. Next, exit the Attributes menu and reenter it. Your pitching stats will be refilled, but the other changes you made will still be in place! Repeat the process as often as you want to create a player who hits like Bonds and pitches like Pedro.

Your created player will end up in the free-agent pool. Go to Free Agents under the General Manager menu to sign him.

THE WORLD IS NOT ENOUGH

BOND'S BOMB BONDING

The three little numbers in James Bond's code name, 007, have become synonymous with danger and excitement—but this month, 007 equals a big TWINE cheat that refills your Health and Armor Meters. Go to the Underground Uprising level and work your way to the ticking bomb. Start diffusing it until there is just a tiny sliver of blue left on the meter, then wait until the timer reaches 0:07. If you can disarm the bomb while it's on James's magic numbers, Q will reward your clever mechanical work with full Armor and Health Meters.

Diffuse the bomb slowly so it doesn't blow up in your face. You'll need 30 seconds or so remaining on the timer to pull it off.

Your secret's safe with us. Send your codes

ICON KEY: C BUTTONS CONTROL PAD BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER

QUAKE II

THE QUAKE ACHE

Back in Volume 140, Classified Info printed a code that unlocks a secret level in Quake II. Our code opens only the easy setting, so we asked for your help to open the more difficult settings. Well, the NP readers have come through, and we now have passwords for the normal and hard settings of the secret level—where you must destroy five Gladiators with only a rocket launcher. To try it on normal, type in FLBC ZBBB FLBC ZBF9 at the Password menu. For hard, your code is FVBS LBBB 7VBC 3BGB.

The normal setting is insanely tough, but the hard setting actually caused the Code Cop to break down and weep. Good luck.

THE LEGEND OF ZELDA MAJORA'S MASK

RETURN TO SENDER

If you'd like to become the proud owner of an invisible Great Fairy Sword in Majora's Mask, read on. Go to Clock Town and find a mailbox. When it prompts you to deposit something, select the Great Fairy Sword from your inventory, even though the mailbox tells you it accepts only letters. Once you leave the mailbox, Link will look like he's still holding the sword, even though there's nothing there. If you press the C Button to which you assigned the sword, you'll see its trail through the air! You can even cut grass with it, but don't go to another area or it will reappear.

WHERE'D IT GO?

The invisible sword isn't going to help you beat the game, but it's pretty cool looking. You can try the mailbox trick with other weapons and items, too, but the Great Fairy Sword is the most effective.

Sabrina The Animated Series Zapped!

BEWITCHED

A pair of cracker-jack readers have located two codes for Sabrina the Animated Series: Zapped! for the Game Boy Color. The first opens a Music menu, while the second unlocks every level. Enter codes, which consist of pictures of various characters from the show and game, at the Password menu. If you're familiar with the show, you'll have no trouble identifying them, but we'll include a brief description of the pictures for gamers who've never seen it. To open the Music menu, enter the following password: Salem, Sabrina, Gem, Salem. (Salem is a cat, Sabrina is the blond girl with a pink bow and Gem is a black-haired girl.) To unlock every level, enter the password Harvey, Chloe, Gem and Slugloafe. (Harvey is a brown-haired boy, Chloe is a dark-skinned girl and Slugloafe is the school bully with a stylish red crew cut.)

ON THE LEVEL

The level password opens all 16 areas, plus four boss battles. You'll be taken to a Level Select screen immediately after entering the password.

MY MUSIC AT WORK

There are no bubbling cauldrons or evil cackles in the Music menu, but you will find catchy tunes for your listening enjoyment.

SEND CODES TO:

NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

to classified@nintendo.com or to the address above.

JURASSIC PARK III™

Park Builder™

THE SUN PEEKS BRIGHTLY OVER ISLA SORNA AS DAWN BREAKS. PROUDLY SCANNING THE AREA, YOU SEE MANY DINOSAURS AND SPARKLING SHOPS TO VISIT. TODAY IS OPENING DAY. ARE YOU READY? FIND OUT IF YOU HAVE WHAT IT TAKES WITH KONAMI'S JURASSIC PARK III: PARK BUILDER FOR GBA.

JURASSIC BEGINNINGS

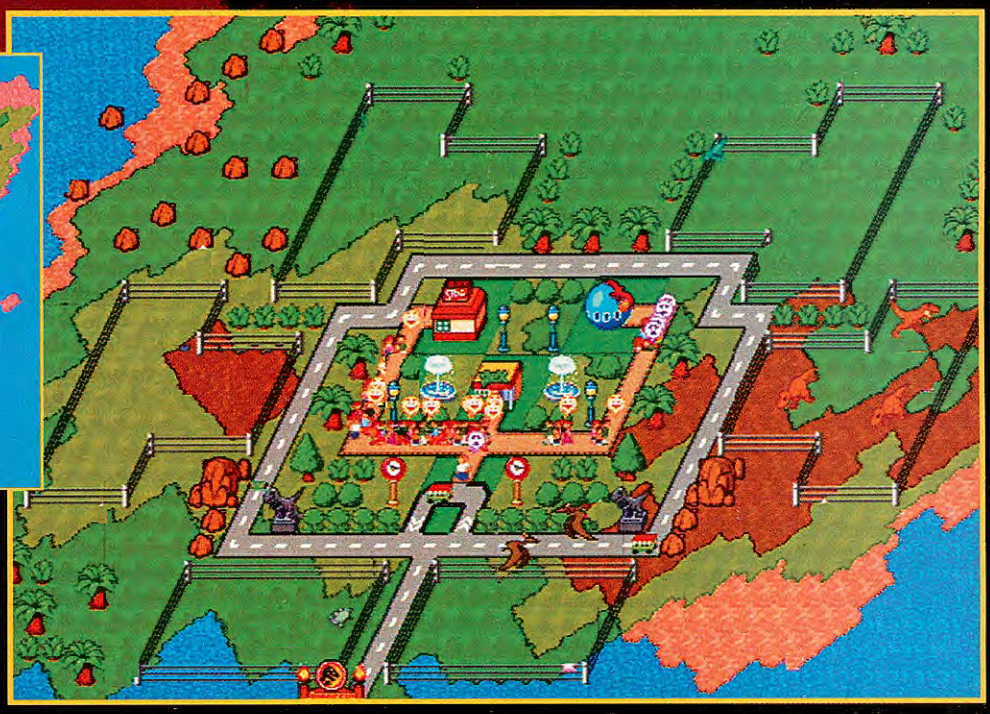
This is Jurassic Park with a personal touch. Collect rare dino DNA from all over the world, and create dinosaurs for the awed public to view. Fill your park with ample walkways, roads and maybe a fountain or two. Keep visitors happy by adding a gift shop, which sells everything from Air Raptor Balloons to Spino Key Chains. Don't forget lunch at Rex Burger or Spino Grill. There's also maintenance to be done, bills to be paid, dinosaurs to be cared for, and, of course, advertisements to be run. Every aspect of park management is up to you.

EVERYONE E CONTENT RATED BY ESRB

™ and © Universal Studios and Amblin © 2001 Konami

BUILDING SUCCESS

Preparing for the dinosaurs and customers is the first task at hand. In Construction Mode, place roadways, walkways and buildings sparingly at first. Be sure to watch your budget. When the dinosaur population is flourishing and the money comes rolling in, you can upgrade and expand your facilities.



Roadway to Adventure

Roadways are the key to showing off your rare dinosaurs to the public. Construct roadways around your park that allow visitors to view the dinosaur pens and that give them easy access to shops.

The Path to Fun

Build enough paths to connect all the attractions. Visitors need easy access to all buildings and open space to walk around and enjoy your park. Also, building walkways over roads creates useful crosswalks.

Constructive Planning

People are sure to get hungry or want a souvenir while visiting. It's a good idea to add some restaurants and shops before opening day. Start small with just a few buildings close to the entrance, then expand later with facilities like a hotel when your park is a big hit.

Thank You, Mr. Busdriver

Buses carry the park's visitors to the dinosaur pens. You start out with three buses but can buy more when you earn enough funds. Having enough buses is very important. Having more buses means more people can visit.

Dinos on Display

Place your dinosaur pens along as many roadways as possible to allow for easy viewing of the rare beasts. The visitors express their excitement upon seeing the dinosaurs with an exclamation point above the bus.

A Rotary's Role

Rotaries act as bus stops for the park. You'll want to start with at least one rotary near the park entrance. When expanding, place rotaries near shops, restaurants and a short drive from the dinosaur pens.

TIME TO GROW

The public is flocking to your dinosaur park. You have more rare dinosaur DNA than you know what to do with. The park is flourishing nicely. Now it's time to expand.

Bigger, Better, More

As your park gains in popularity, your income inflates and your DNA pool grows, you will be able to expand using the Facility Management menu. Upgrading your facilities costs a bit, but it's a great way to bring in the crowds.

DNA HUNTING

Now for the park's stars—the dinosaurs. You have a hard-working excavation team at your disposal, which you must send out to scour the world for rare dino DNA before you can open your park. Each time they return, you should send them trekking again in Excavation Mode to enhance your DNA resources.

Where in the World?

There are eight areas of the world you can send your excavation team to explore. Each area has its own travel costs and types of DNA. Some areas may have more rare DNA than others, so search every region.

Time Away

You set the length of time for each excavation trip—from one to three months. Each month of an expedition costs money, but the longer the search, the greater your chance of finding rare dinosaur DNA.

HOW TO PLAY GOD

Once the excavation team returns from its search, it's time to begin the task of creating dinosaurs. The amber samples contain bits of rare DNA that you need to create a dinosaur. If you can complete a DNA chain, you can create, incubate and hatch an egg into a living, breathing dinosaur for your park.

The Golden Treasure

In Research Lab Mode you can analyze amber for DNA. Amber will contain at least one piece of DNA. Once you find a full chain, you can create a new dinosaur.

Ancient Puzzle Pieces

There are a total of 140 known dinosaur DNA chains. You can view a list of all the DNA pieces in your possession in Research Lab Mode. It's worth your time and money to try to complete your DNA collection.

Egg Creation

You can create dinosaur eggs once you've recovered a full DNA chain. Select the type of egg you'd like to create in Egg Creation Mode. The first time you create an egg, the outcome will be a surprise.

Nurturing the Future

Once you've created a dinosaur egg, you'll place it in The Plant for incubation. You can view the creation date of each egg by selecting it in The Plant. Once an egg has hatched, it's ready to be placed in the park.

Dino Health

Dinosaurs can become sick or injured by other dinosaurs. When they do, you must give them medical attention or retire them before they die. It's a good idea to set some money aside for regular dinosaur treatment.

DYNAMIC DINOS

Dinosaurs all have their own specific needs. Each has a native terrain, dietary requirements and levels of strength and aggressiveness. It takes some planning, so be sure to check each dinosaur's information before placing it in a pen.

Native Terrain

On Isla Sorna, there are six different types of terrain—the sea, lake, jungle, desert, beaches and plains. Dinosaurs will live longer, happier lives if you place them in areas that closely resemble their native environments.

Carnivores

The rampaging hunters of the dinosaur world, carnivores are much more aggressive than herbivores. It's best to place carnivores with other dinosaurs of their own size, since they may eat smaller critters.

Herbivores

Plant-eating dinosaurs love areas with thick vegetation, like jungles and grassy plains. Herbivores are less aggressive than carnivores and tend to live together peacefully. Like carnivores, they are classified according to their size.

Marine Dwellers

The dinosaurs of the sea are all carnivores and need to be placed in saltwater pens. Most marine dinosaurs are highly aggressive and big, so they require plenty of space. Place them with carnivore strategies in mind.

ADVERTISE YOUR PARK

Once you've got everything ready for the public, it's time to advertise. You can let the masses know you're open for business by adverstising on television and the Internet and in newspapers and magazines. High-exposure ads cost more but draw in bigger crowds. Your park's success depends on the public, so advertise every month.

Timing Is Everything

You can strategically market your park toward different segments of the public. It's best to focus on one group to start, then expand to other groups as your park becomes more popular.

OPENING DAY

The park looks great. The dinosaurs are roaming in their pens, the shops and restaurants are all well stocked, the buses are lined up at the entrance and you're running lots of advertisements. You're almost ready to open the gates—just a few last-minute details to attend to before the bustling crowds come rolling in.

Details Are Key

Before you open to the public, check the details of your shops and restaurants in the Facility Management menu. Make sure the prices and items look enticing. Scan the layout of your park once more for good measure.

Park Fare

People want to visit your park, but make sure it's affordable. With a reasonable park fee, larger groups of people will visit and will be more likely to spend money in your shops and restaurants. Set the park fee in Main Office Mode.

MAINTAIN THE DREAM

A few years have flown by and your dinosaur park is doing well. Why, even Dr. Alan Grant couldn't have done better himself, right? You'll still be quite busy caring for the successful park you've built. There are facilities to be maintained and upgraded, a budget to watch and new dinosaurs to create and care for. Expand when you can to keep things fresh and draw in new crowds.

OPINION
49% I'm already full 41%
38% I saw many mean dinosaurs 17%
11% None of the food looks good 11%
1% I just got here 7%
1% It's the same old thing 7%
Visitor opinion

Shiny, Happy People NP

You can check how happy visitors are with the park by clicking on individual visitors, or by checking Opinion under Park Info. Use visitors' opinions to your advantage by acting on your coustomers' suggestions.

Add to the Family

People will eventually get bored with the same attractions. Add new dinosaurs to your park often to hold visitors' interest. The more people enjoy your park, the longer they will stay, boosting your income.

A Year's Reflection

Each year, you'll get an annual report. You can see how you're doing at any time by checking your Total Score in Park Info. The report is useful for assessing future expansion and budget plans.

MOTHER NATURE'S FURY

Just when everything seems to be running smoothly, a natural disaster hits. Hurricanes and earthquakes can cause devastating damage to both the park and to your profits.

Howling Hurricanes

Since your park is on an island, hurricanes are always a threat. Angry storms can destroy structures and move dinosaurs from one pen to another. Tedious sorting and repairing will return order to your park.

Shake and Quake

Earthquakes hit fast and hard and can be a huge setback for your park. Quakes cause damage to the land and facilities and scatter loose rocks. Repair roadways and structures to get back in the swing of things.

DINO-DEX

The Dinosaur Index lists vital info on all 140 dinosaurs that you can find in Jurassic Park III: Park Builder. Information is added every time you create a new dinosaur and helps you place dinosaurs with others strategically.

Name: Eoraptor
Attribute: Land
Rarity: 20
Daily Diet: Carn 1
Aggression: 21

Name: Dimetrodon
Attribute: Land
Rarity: 39
Daily Diet: Carn 1
Aggression: 32

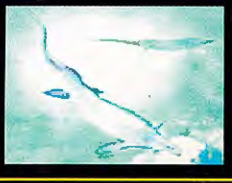
Name: Archaeopteryx
Attribute: Land
Rarity: 44
Daily Diet: Carn 1
Aggression: 12

Name: Coelophysis
Attribute: Land
Rarity: 41
Daily Diet: Carn 1
Aggression: 26

Name: Rhamphorhynchus
Attribute: Land
Rarity: 65
Daily Diet: Carn 2
Aggression: 22

Name: Megalosaurus
Attribute: Land
Rarity: 44
Daily Diet: Carn 2
Aggression: 51

Name: Shonisaurus
Attribute: Sea
Rarity: 43
Daily Diet: Carn 3
Aggression: 81



Name: Cymbospondylus
Attribute: Sea
Rarity: 49
Daily Diet: Carn 3
Aggression: 77

Name: Tyrannosaurus
Attribute: Land
Rarity: 75
Daily Diet: Carn 3
Aggression: 75

Name: Psittacosaurus
Attribute: Land
Rarity: 35
Daily Diet: Herb 1
Aggression: 11

Name: Centrosaurus
Attribute: Land
Rarity: 56
Daily Diet: Herb 2
Aggression: 27

Name: Shunosaurus
Attribute: Land
Rarity: 67
Daily Diet: Herb 2
Aggression: 28

Name: Triceratops
Attribute: Land
Rarity: 91
Daily Diet: Herb 3
Aggression: 45

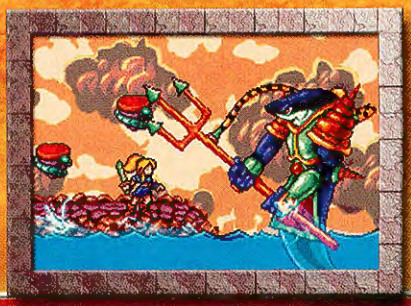
Share DNA

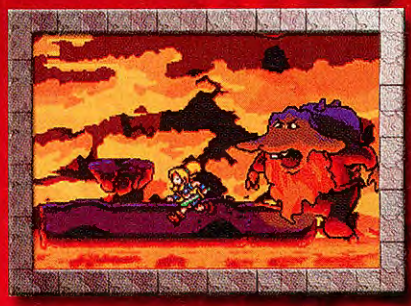
Are those last few pieces of dino DNA evading your excavation team? Maybe another master scientist has a few rare specimens to spare. You can link up with a friend and trade DNA blocks in Exchange Mode.

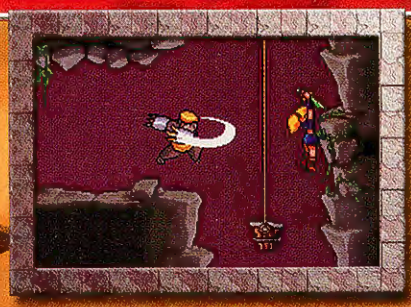
AS TIME MARCHES ON

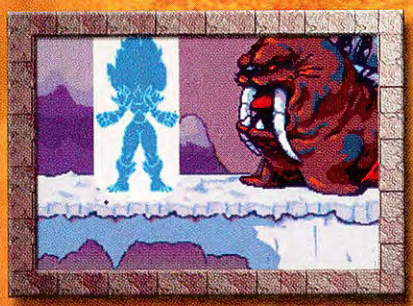
Jurassic Park III: Park Builder gives you a chance to build and maintain a dinosaur park that is bigger and better than anything in the movies. Every possible choice is up to you. Once years have flown by and the park is running like a dream, the options are boundless. With a little patience and many hours of challenging game play, you may even reach the 20-year milestone of complete success.

Lady Sia™









She Lives For Adventure
She Fights to Save Her Kingdom
She Needs You to Watch Her Back

Lady Sia, bold defender of a world overrun by a hideous race of beastmen, stands alone against the ruthless T'soas. Fighting her way across land, sea and air to free political prisoners and collect weapons, she must harness the elemental magic of flood, firestorm and lightning for a final showdown against an unforgiving foe.

- 36 magical maps across 4 unique worlds.
- 32 bizarre enemies, including voracious Chameleonmen, sword-wielding Waspmen, the Giant Walrus and the Foxwoman
- Multiple in-game puzzles and secret levels waiting to be discovered
- Lady Sia morphs into a giant Sasquatch to battle enormous boss sprites
- A riveting storyline, dynamic animated sequences and awesome anime-style art

RATING PENDING RP
CONTENT RATED BY ESRB

RFX

GAME BOY ADVANCE

www.ladysiagame.com

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TDK mediactive

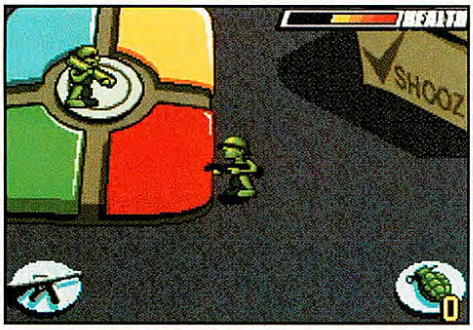
COUNSELORS' CORNER

Your Questions—Our Experts!

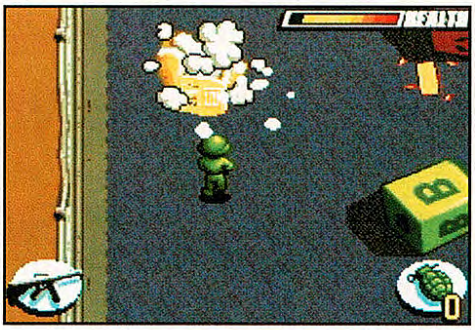
ARMY MEN ADVANCE

HOW DO I FREE RIFF IN THE BEDROOM?

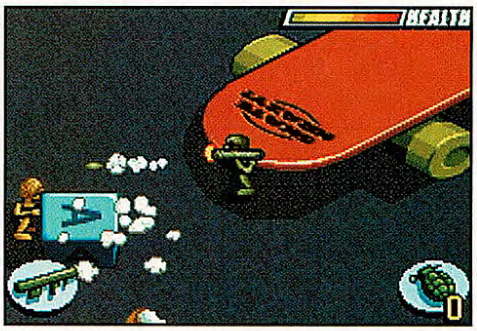
Right after you start the level, take a quick look at the toy that serves as Riff's prison—one of its colored panels will be flashing. Then start destroying tennis balls that you'll find throughout the level. Each ball contains a colored key card that you can use to turn off a corresponding color panel on the memory game. You can hold only one card at a time, so when you find the card that corresponds to a flashing panel, take it to the memory game. Repeat the process until Riff is free.



You'll need to deactivate a familiar-looking memory game to free Riff. You can turn off the machine by inserting key cards into it that correspond to its flashing panels.



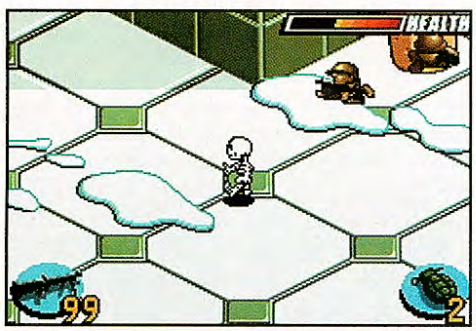
The key cards are inside tennis balls. Blow them up using available weapons, then carry the key cards to the memory game. You can carry only one card at a time.



After you've matched key cards with every color of the memory game, you'll take control of your rocket launcher-toting comrade, Riff. He can destroy enemies with just one shot.

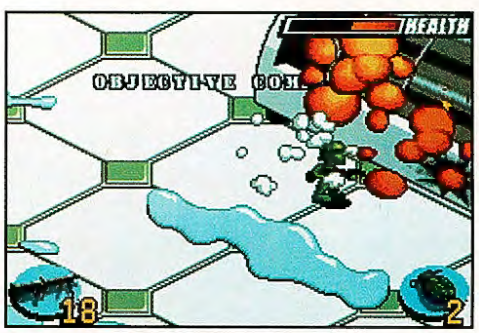
WHY DO I GET HURT ON THE BATHROOM FLOOR?

It's always prudent to tread carefully on wet surfaces—particularly when there's a strong electrical current running through the floor. The puddles on the bathroom floor will drain your health until you destroy an electric space heater in the corner of the room. You'll need to navigate the puddles like a maze, defeating enemies as you move. When you reach the heater in the upper-right corner of the room, shoot it until it explodes—then you'll be able to explore the level safely.



Pay close attention to the position of your feet as you walk past the puddles on the bathroom floor. Each time you touch a puddle, a small amount of health will disappear.

To make matters worse, the electrified floor is crawling with enemy Tans. Diagonal shots are particularly tricky because you have poor control of your movement while aiming.



A big space heater in the upper-right corner is the source of your pain. Clear away any enemies that could harass you then open fire on the heater until it explodes.

THE LEGEND OF ZELDA: MAJORA'S MASK

IS THERE ANY WAY TO HEAR THE GRANDMOTHER'S STORIES?

Listening to Anju's granny spin tales in the Stock Pot Inn is easy—just wear the All-Night Mask when you meet her. Acquiring the mask is not so easy, however. First, stop Sakon from robbing an old lady in North Clock Town at 12:30 a.m. on Day 1. Wait until Day 3, then go to the Curiosity Shop, where the 500-Rupee All-Night Mask will appear.

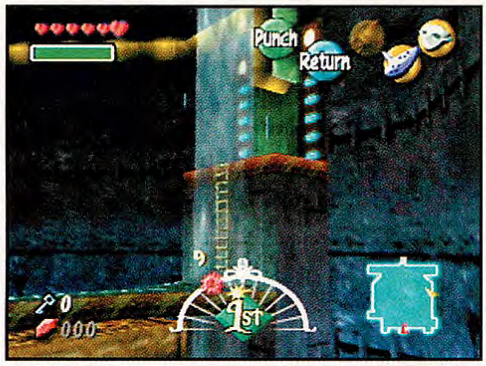
Hit Sakon with your sword to stop him from mugging an old woman.

Wait until Day 3, then visit the Curiosity Shop to buy the All-Night Mask.

Next
The centerpiece of the carnival is the clock tower, and on the eve of all the festivities, the doors to its roof are opened...
002
Wear the mask to hear two tales from Anju's granny—you'll get two Pieces of Heart, too.

HOW DO I REACH THE LADDER BEHIND THE WATERFALL?

An important ladder in Great Bay Temple is behind an impenetrable waterfall. Don't waste time trying to find a way through when you first see the ladder—you won't be able to reach it until you have the Ice Arrows. You must delve deeper into the dungeon then defeat a one-eyed Wart to win the arrows. Fire them into the waterfall to stop its flow.



The waterfall is in the second room of the dungeon. Ignore it until you find the Ice Arrows.

Shoot the Wart in the eye to defeat it, then collect the crucial Ice Arrows.

One Ice Arrow is all it takes to freeze the waterfall and give you access to the ladder.

HOW DO I GET THE GIBDO MASK?

The Gibdo Mask is an essential item in your quest to reach the Ancient Castle of Ikana. Go to the Music Box House in Ikana Canyon after you've freed Sharp's soul. You'll find a paranormal researcher inside the house who has been cursed after exploring the Gibdo-infested well. Play the Song of Healing to help him and to receive the Gibdo Mask.

Paranormal research resulted in an abnormal complexion for the inhabitant of the Music Box House.

Go to the house's basement and play the Song of Healing before the researcher's daughter appears.

The Gibdo Mask allows you to speak with Gibdos and repels many types of monsters.

HOW DO I STOP THE TINTOPS FROM HURTING ME

Tintops are the flying security robots that harass you in various sections of Grunty Industries. The best way to combat them is to make sure they don't appear. When you see a security camera, shoot it with a Grenade Egg to prevent an alarm from sounding. Otherwise, destroy Tintops with Grenade Eggs when they peek out from beneath their metal shells.

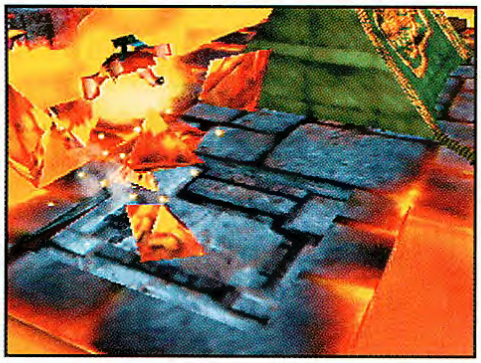
Tintops are relentless robots that zap you with bolts of electricity when they touch you.

If you see a Tintop tube in a room, a security camera must be nearby. Destroy the camera.

Only Grenade Eggs are effective against Tintops. Wait until their shells are open before you fire.

HOW DO I STOP THE FIREBALLS AND SNOWBALLS

Hailfire Peaks' potent projectiles—fireballs on the lava side, snowballs on the ice side—will pour down from the sky until you defeat two pesky dragons on the mountaintops. Chilli Billi and Chilly Willy are at opposite ends of the thermometer, but their attack methods are identical. Use cannons near the dragons to fire eggs at them, and jump over their tongues.



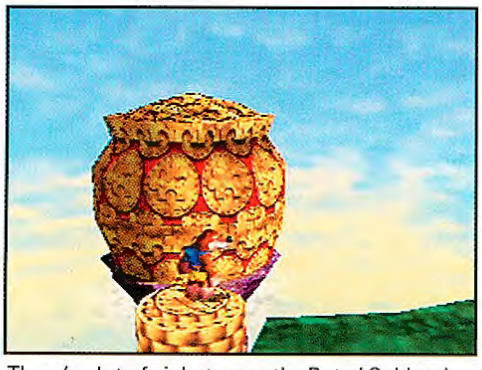
The fireballs and snowballs will zero in on you if you stand still. Keep moving to avoid damage.

Fire Ice Eggs into Chilli Billi's mouth when he gives you the opportunity, and avoid his deadly tongue.

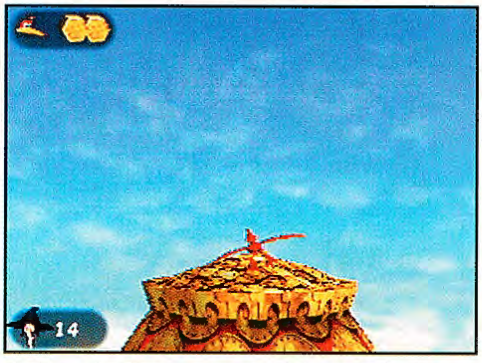
Fire Eggs are the only things that hurt Chilly Willy. You can fight the dragons in either order.

HOW DO I REACH THE POT O' GOLD

A gilded switch on a remote ledge will open the tantalizing Pot o' Gold in Cloud Cuckooland. The door on top of the pot will stay open for only a few seconds, and you can reach it two different ways. The easy method is to Flap Flip Jump from the switch as Kazooie then Glide to the opening. You can also create a rainbow bridge with Mumbo Magic.



There's a lot of air between the Pot o' Gold and the switch that opens it.



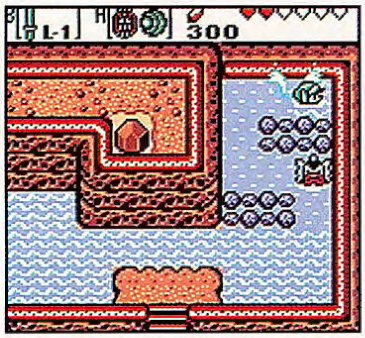
As Kazooie, Flap Flip Jump off the switch, then switch to Glide.

Mumbo's Rain Dance will create a rainbow bridge. Talon Trot across it after you hit the switch.

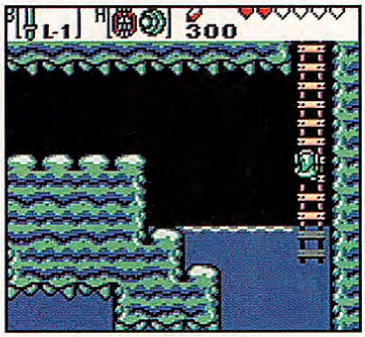
THE LEGEND OF ZELDA: ORACLE OF AGES

HOW DO I LEARN THE TUNE OF CURRENTS?

You won't have much trouble finding necessary Time Portals until you're saddled with a broken Tuni Nut. When you warp to the present with the nut, you'll be stuck behind some boulders. You'll need to find a composer named Tokkey to learn the Tune of Currents, which will let you travel from past to present without using a Time Portal.

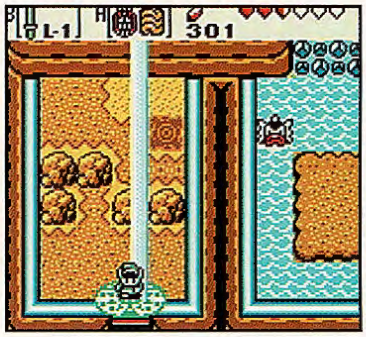


Dive underwater near a reef in Symmetry Village's northernmost area in the past.



You'll enter a side-scrolling, underwater area filled with enemies. Climb the ladder to reach Tokkey's house.

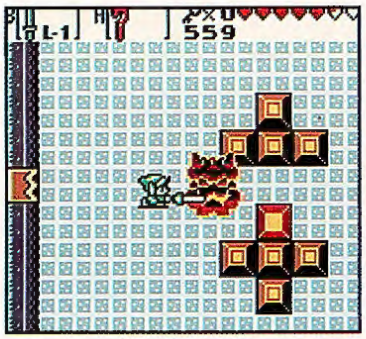
Play the Tune of Echoes for Tokkey, which will give him the musical inspiration for the Tune of Currents.



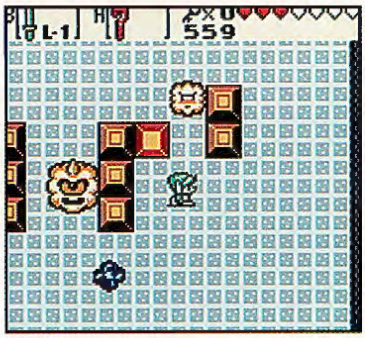
Return to an area in the past just south of the boulders' location in the present, then play the new tune.

HOW DO I DEFEAT SMOG IN THE CROWN DUNGEON?

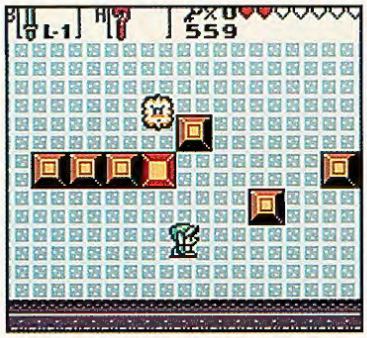
Smog is both the Crown Dungeon boss and a challenging, four-part puzzle. Use the Cane of Somaria to create blocks that reroute drifting clouds so they'll coalesce into the boss. Once Smog appears, hit it with the sword. The boss will separate into clouds after you inflict damage, so you'll need to figure out how to reassemble it. Each screen shot represents a new round.



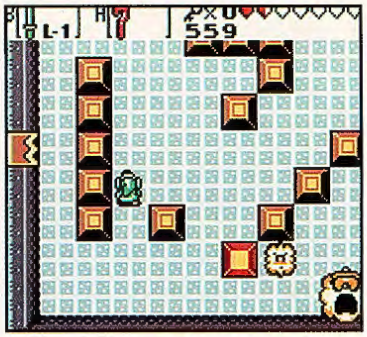
In the first round, create a block above the middle block of the lower block cluster to unite Smog.



Next, use the cane to the right of the middle of the left cluster and to the right of the top of the middle cluster.



Push the center blocks so they're diagonally offset then use the cane to connect them to the clusters.



Block the perimeter at the top of the left and right clusters, then put a block beneath the diagonal cluster.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

Fire Pro Wrestling

Q: Can I earn extra wrestlers?

A: Yes. Clear all the ranks in a style while in Audience Mode to earn another wrestler.

Q: How do I pin an opponent?

A: Press A and B simultaneously while your opponent is face down.

Q: How do I perform Critical Attacks?

A: Critical Attacks—which can automatically KO an opponent—occur at random when you perform a Strong Move while grappling.

Castlevania: Circle of the Moon

Q: Can I get hurt from long falls?

A: No. You can fall as far as you like without losing Hit Points.

Q: Why can't I use my whip?

A: You'll temporarily lose the use of your whip when an enemy puts a curse on you. You can wait for it to wear off, use a Cure Curse item or heal yourself at a Save Point.

Q: Why is my character dark?

A: Your character turns dark when you are poisoned by enemies.

Make the Most of Your Game Counseling Call!

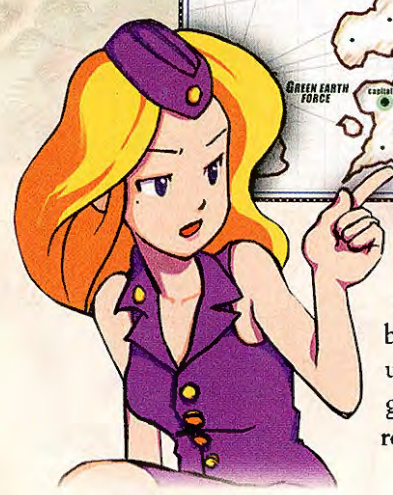
When you call the Power Line, keep a notebook handy so you can write down the buttons you'll need to press to access menus. The next time you call, you can quickly press the buttons without having to listen to the instructions.

ADVANCE WARS™

©1990-2001 Nintendo. ©2001 Intelligent Systems

With battle lines drawn, opposing armies clash as the conflict heats up in strategy powerhouse Advance Wars, is set to explode onto GBA this fall.

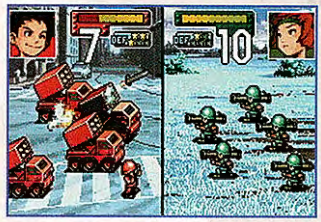
A massive single-player campaign, loads of one-shot battle scenarios and tons of multiplayer options give Advance Wars variety and depth. Up to four players command armies comprised of more than 15 types of fighting units—infantry, tank, submarine, helicopter and more. The object is to obliterate opposing armies with help from one of several computer-controlled commanding officers. It's the ultimate test of battle tactics and military might.



WAR GAMES

Advance Wars is like chess played on a global scale. A compelling story, interesting characters and upbeat music add energy and excitement to the turn-based battle sim at the heart of the game. As the advisor of a fighting force, you place allied units into position, capture cities and bases and attack enemy units while carrying out your plan to dominate the field. Every unit under your control has movement and attack restrictions, hit points, ammunition and fuel that you must monitor to be an effective leader. You can repair and supply battle units, deploy new units and use the special powers of your commanding officer (CO) to gain the upper hand on the enemy. Every mission is an epic struggle that requires a firm grasp of battle tactics to win.

As you lead your army to victory, you will make use of the special power of your CO to bolster or repair your fighting units.



ARMIES ON THE EDGE

While four rival armies protect their borders in a state of precarious peace, new hostilities put them on the brink of a major war. As special advisor to the Orange Star army, you must help fend off the advances of Blue Star forces as Green Earth and Yellow Comet troops join in on the conflict. The story begins as you enter Field Training before moving on to a long campaign with many twists and turns. Commanding Officer Nell offers advice on battle tactics and intel about opposing armies. She knows the leaders of enemy forces and has insight into how they fight. As you advance through the campaign, you'll discover that there are many factors at work and that it is not always clear who your enemies are and what they intend to accomplish.

ENLIST A FRIEND ON THE FRONT LINES

As you advance through a campaign or engage in single battles, you can get assistance from one of several COs. Each CO has strengths and weaknesses regarding particular types of units. COs also have special abilities that affect all of your units for a single turn. In a campaign, you start with one CO and join up with others as you progress. In War Room scrimmages and Vs. Mode battles, you start with your choice of four COs then unlock more COs after you reach certain milestones.

ANDY

The CO who is with you from the beginning of the campaign is a young mechanic. He can use his Hyper Repair ability to repair all of your units at once and give them extra power for the duration of the turn.

SAMMI

Infantry specialist Sammi gives troops and troop transport vehicles larger range of movement and additional influence in capturing cities and bases. Her Double Time ability gives troops an even wider range of movement for a single turn.

MAX

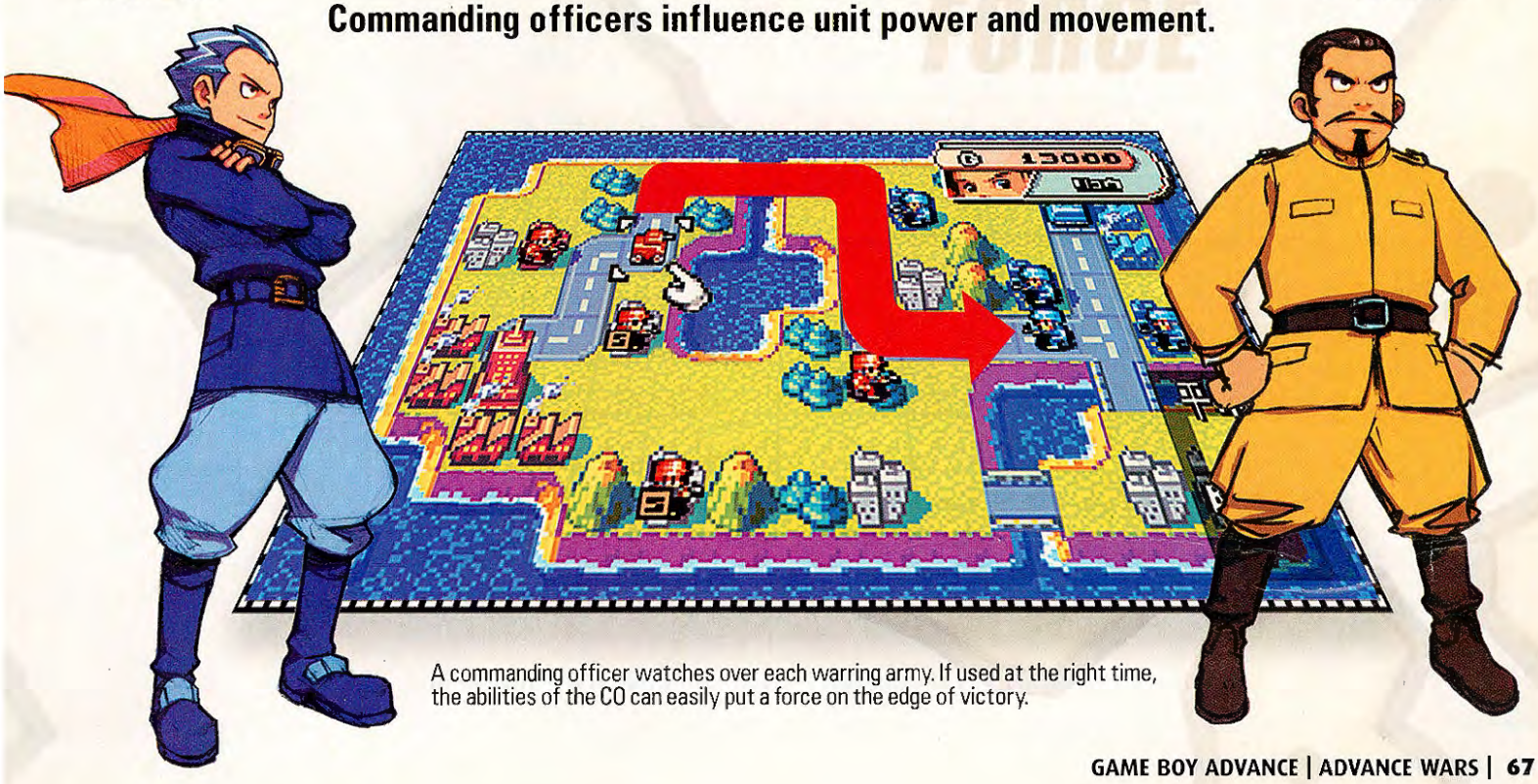
When Max is on your side, all tanks and other direct combat units are equipped with extra firepower, but indirect units, such as rockets and missiles, are weaker. The CO's Max Force ability gives direct combat units additional power.

OLAF

The leader of the Blue Star army has trained his units to perform well in the snow. His Blizzard ability brings cold weather onto the battlefield, causing all units, except for his own, to slow down. The snow melts after a few turns.

Officer Eagle **Officer Kanber**

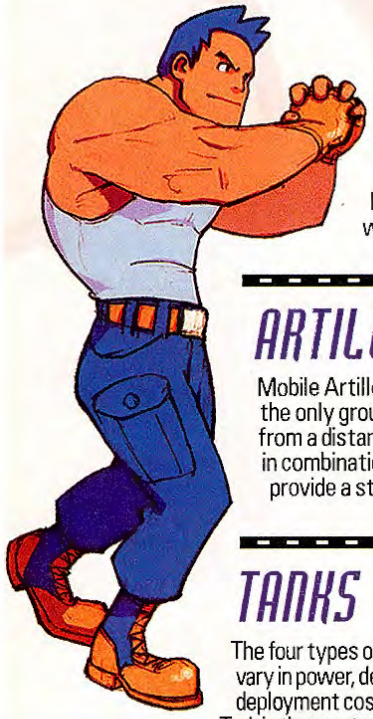
Commanding officers influence unit power and movement.



A commanding officer watches over each warring army. If used at the right time, the abilities of the CO can easily put a force on the edge of victory.

TOOLS OF DESTRUCTION

The types of available battle units are wide and varied. They range from ground troops to attack jets and include everything in-between. Units differ in many ways, such as movement limitations, available targets, overall strength and deployment costs. Much of the strategy of each battle involves using the right units to accomplish mission goals. The success of each strategy depends on the strengths of your CO and your ability to stick to the plan. When battle units clash, an animation sequence shows the results of the conflict. The unit that initiates the battle has the advantage.



GROUND TROOPS

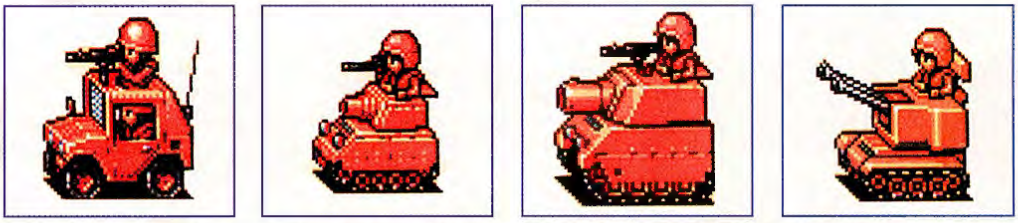
Infantry and Mechanized Infantry are the only units that can capture cities and bases. They move slowly but are not costly to deploy. Mechanized units fight with bazookas and can hold their own against weak tanks and artillery.

ARTILLERY

Mobile Artillery, Rocket Launchers and Missiles are the only ground-based units that can fire on targets from a distance. When they are used behind the lines, in combination with advancing tanks or Infantry, they provide a strong one-two punch.

TANKS

The four types of tanks shown vary in power, defense and deployment costs. The Md Tank is the most powerful ground-based unit, the perfect unit for any army mounting a ground assault.

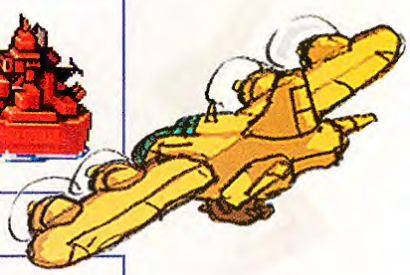


TRANSPORT VEHICLES

APCs, water-based Landers and Transport Helicopters can carry Infantry long distances. Landers can carry up to two ground-based units of any kind at once. Using air and sea transport is the only way to capture bases that are surrounded by water.

NAVAL UNITS

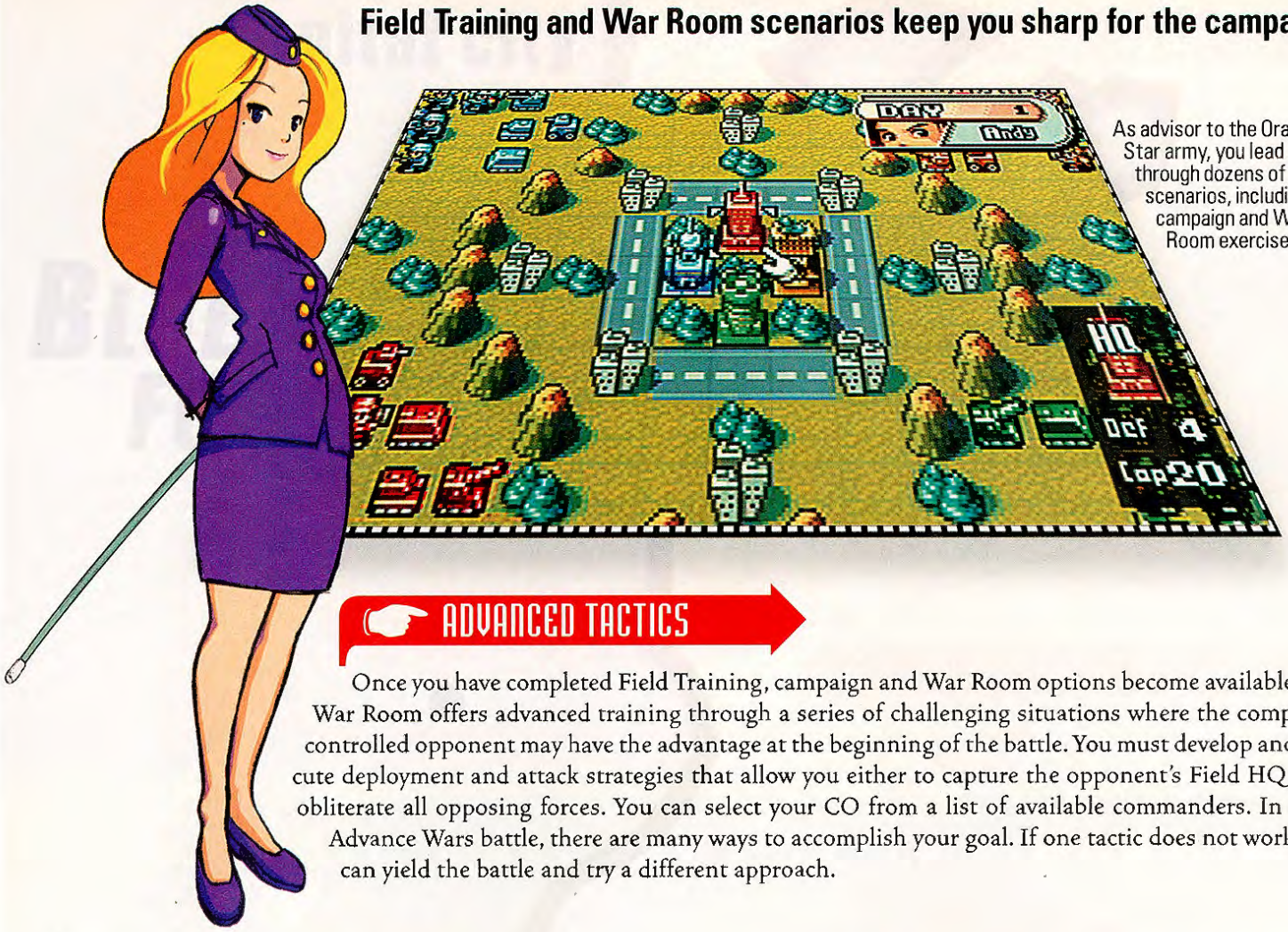
Battle Ships, Cruisers and Subs provide power on the open sea. Cruisers have both attack capabilities and the capacity to transport helicopters. Battle Ships can attack from long distances.



AIR UNITS

Bombers can cause heavy damage to ground units. Fighters attack other airborne units. Battle Copters are effective against both ground- and air-based enemies.

Field Training and War Room scenarios keep you sharp for the campaign.



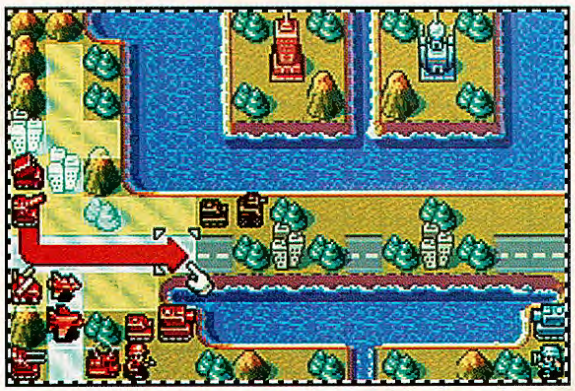
As advisor to the Orange Star army, you lead forces through dozens of battle scenarios, including a campaign and War Room exercises.

ADVANCED TACTICS

Once you have completed Field Training, campaign and War Room options become available. The War Room offers advanced training through a series of challenging situations where the computer-controlled opponent may have the advantage at the beginning of the battle. You must develop and execute deployment and attack strategies that allow you either to capture the opponent's Field HQ or to obliterate all opposing forces. You can select your CO from a list of available commanders. In every Advance Wars battle, there are many ways to accomplish your goal. If one tactic does not work, you can yield the battle and try a different approach.

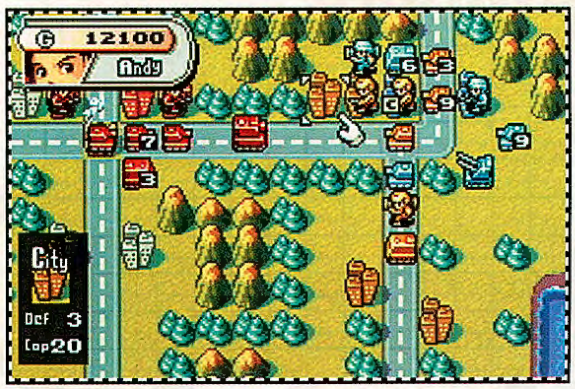
SINGLE-SHOT SCENARIOS

Vs. Mode offers a collection of battle situations for up to four armies, which can be controlled by other players or the computer. Some scenarios feature predeployed units. Others begin with bases, ports and airports, but no deployed units. Two-army, three-army and four-army maps are available. Players can select from any of the available COs for battle assistance. They can also select from several options that define the limits of the battle. Vs. Mode is a battle between equal forces that puts the tactics of each participant to the test.

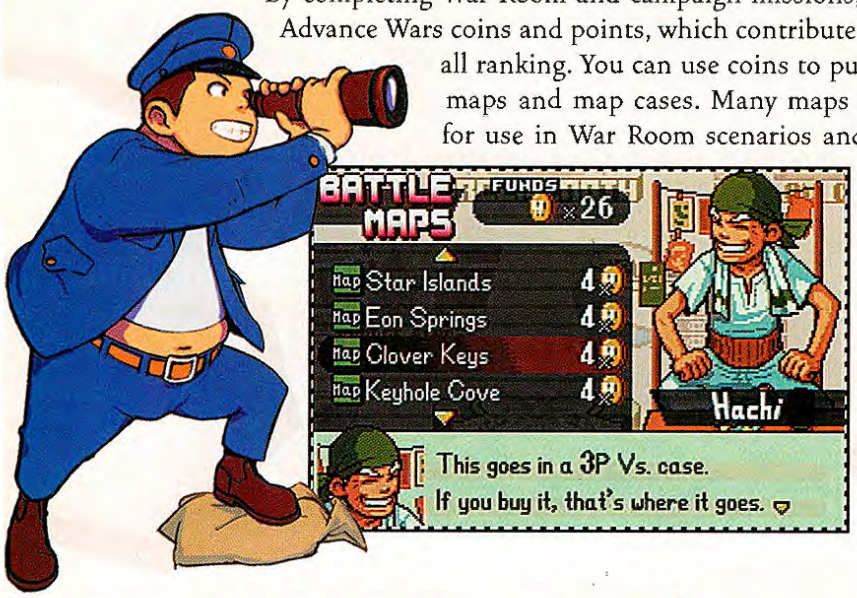


BATTLE ACROSS LINES

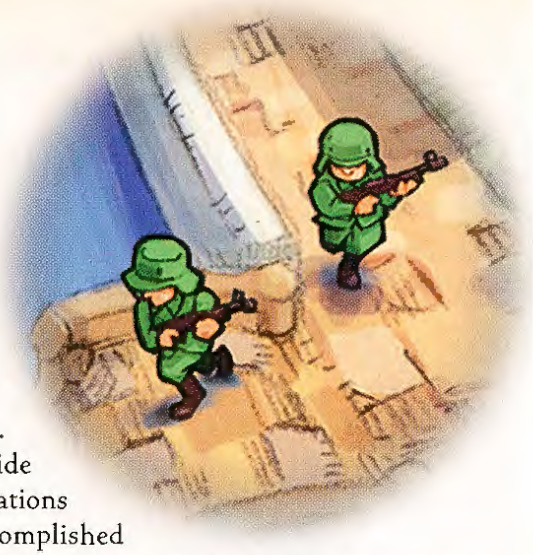
In addition to being able to participate in pass-around Vs. Mode battles, up to four players can face off in linked play using a Game Boy Advance system for every player and enough Game Boy Advance Game Link Cables to connect them. In Single-Pak multiplayer games, players battle in a no-frills war on a four-army map with seven equal battle units per army. In Multi-Pak play, players can choose from all of the maps and options that are available in Vs. Mode, only with no need to pass a Game Boy Advance from player to player. The excitement of Advance Wars goes up a notch when multiple players participate.



FORGING NEW TERRITORIES

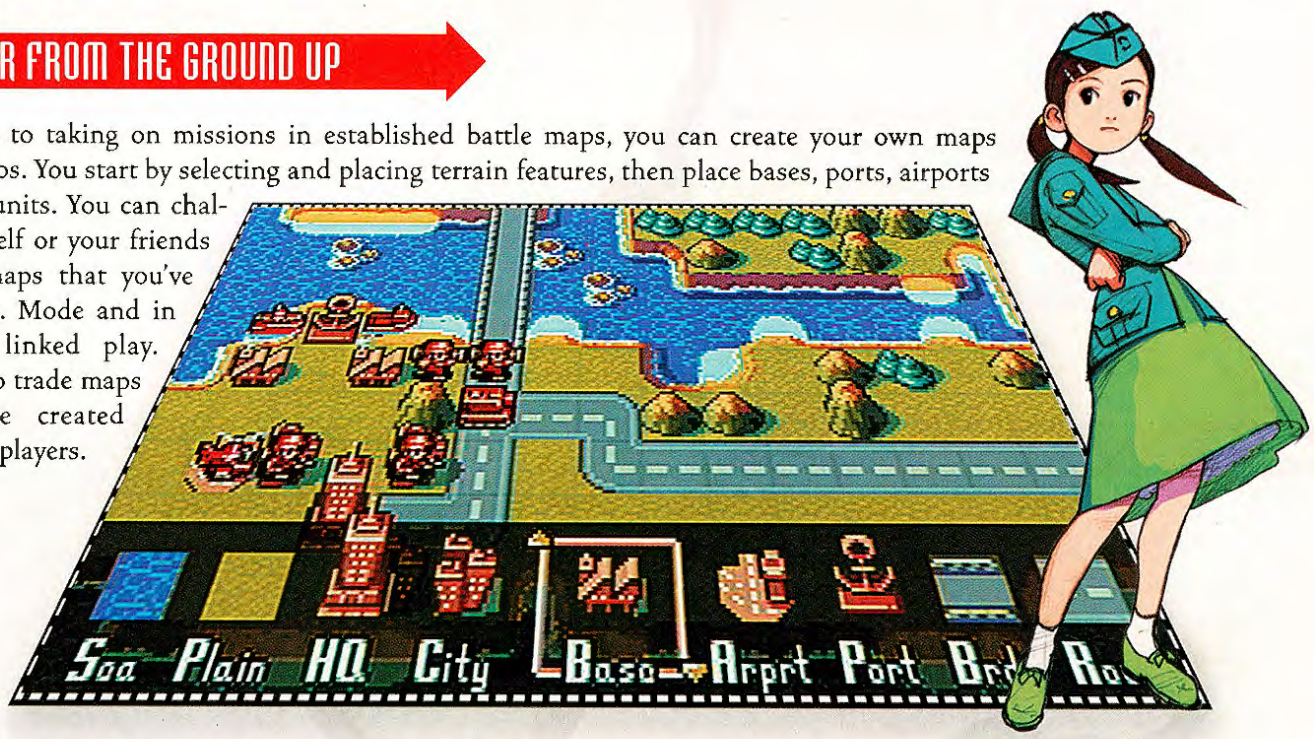


By completing War Room and campaign missions, you can earn Advance Wars coins and points, which contribute to your overall ranking. You can use coins to purchase battle maps and map cases. Many maps are available for use in War Room scenarios and Vs. Battles. Some maps offer new Field Training assignments. Others provide advanced situations for the accomplished player. Even after you've completed a campaign, there are still many challenges to be met, many battles to be won.



WAR FROM THE GROUND UP

In addition to taking on missions in established battle maps, you can create your own maps and scenarios. You start by selecting and placing terrain features, then place bases, ports, airports and battle units. You can challenge yourself or your friends with the maps that you've made in Vs. Mode and in Multi-Pak linked play. You can also trade maps that you've created with linked players.



Challenge other Advance Wars players with a custom-built scenario.

GET READY FOR WAR

Advance Wars is a turn-based battle sim with a fun, frenzied atmosphere and multilayered story. A long campaign, loads of one-shot battle maps and great multiplayer features make the game one that will likely find a permanent place in your Game Boy Advance system library. The war begins this fall.

all new for the game boy® advance

Use over 80 spell effects

Destroy Dracula's minions

Choose from 5 sub-weapons

T — TEEN — Animated Blood, Mild Violence

GAME BOY ADVANCE

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Klonoa scratches out a place for great puzzle action on Game Boy Advance this month. Fun and fur will fly!

EVERYONE
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CONTENT RATED BY ESRB

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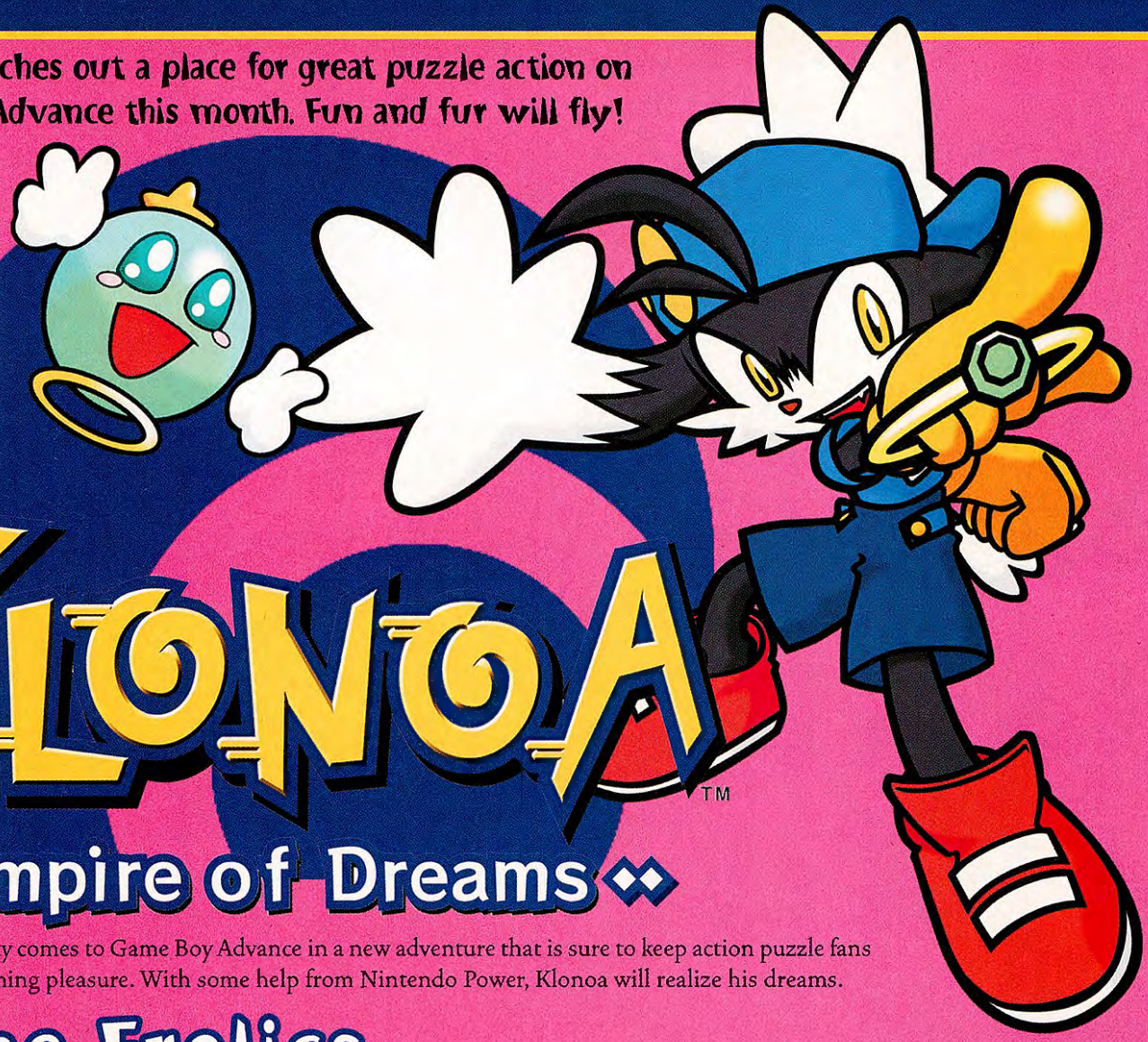


KLONOA™

Empire of Dreams

Namco's cute kitty comes to Game Boy Advance in a new adventure that is sure to keep action puzzle fans purring with gaming pleasure. With some help from Nintendo Power, Klonoa will realize his dreams.

Feline Frolics

Klonoa uses enemies and blocks to make double jumps, trigger switches, overcome obstacles and make his way through the five puzzle-filled worlds of the game. Signposts along the way will fill you in on important new techniques.

Higher, Farther. . .

Grab any enemy or block by pressing the B Button. Use the A Button to jump, and while you're in the air, jump again to go higher with the double jump.

High Water, Low Water

Water switches drain or fill basins. If a basin is filled, it will drain once you hit the switch. You can hit any switch in the stage to drain or fill a basin.

Goomie Grabs

The Goomies are fluttering balls that Klonoa can latch onto with his wind shot. Grab a Goomie with Klonoa's wind shot when you're on a level with it.

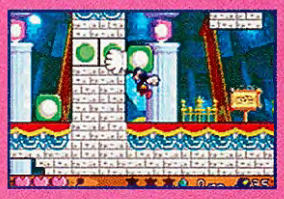
Arrow Express

If you hit Blue Arrows, they change direction. Grab a block and double-jump directly over a Blue Arrow. Klonoa will be carried in the direction of the arrow.

Teton Towing

Like Goomies, Tetons have wings that keep them hovering, and they can carry Klonoa up to new areas. Grab on to them when they're moving upward.

Stuck on Boxes

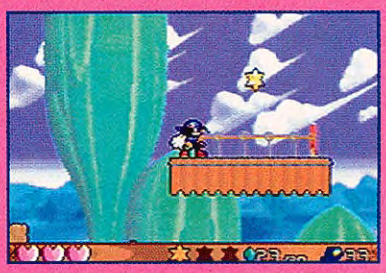


Sticky Boxes stick to walls where you find a block with a green circle on it. Klonoa can hop to the top of a Sticky Box if he's hanging on the bottom of it.

Gazzaland

Klonoa begins his adventure in Gazzaland where there have been reports of a monster who beats up all challengers. After passing through five regular stages and two (optional) bonus stages, you'll reach the boss. Gazzaland is where you'll learn how to use most of Klonoa's many moves, so study all the signposts along the way.

Collect Three Stars



In each stage, or View as it is called in the game, you'll have to find three stars before the exit door will open. You'll often have to find keys to open doors within the View, as well. Once you have all the stars, you can move on, but you might want to collect all the gems in an area before you exit.

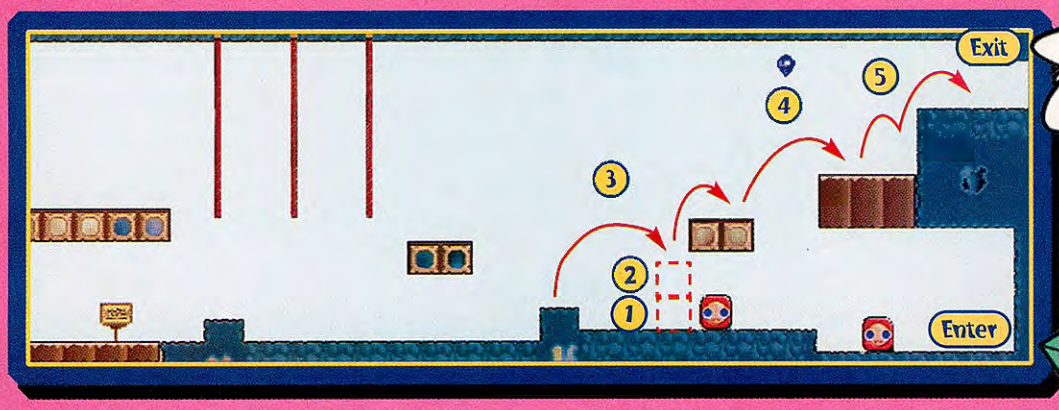
Visions 1-4

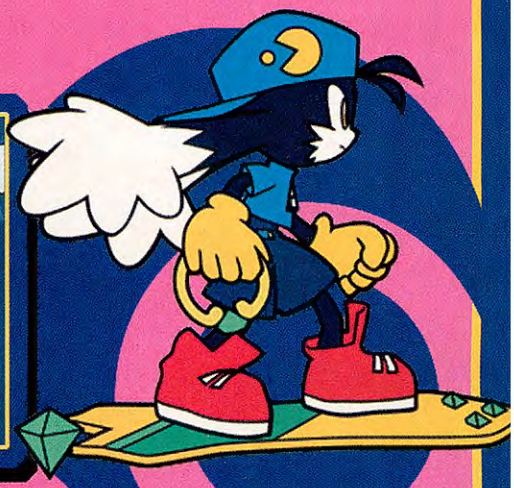
Optional Views, such as the board ride in 1-4, are opened up after you've completed previous Views. The object is to collect lots of gems and extra lives. If you're in a hurry, you can pass by any bonus view and return to it later.

Throw Blocks

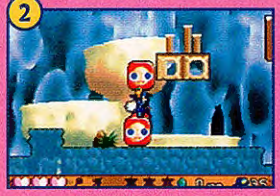
Blocks are very important items for solving many of the puzzles you'll encounter. If you can't carry a block to a particular area, you might be able to throw it there.

Visions 1-5



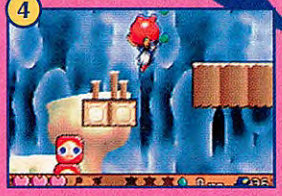


Position blocks by throwing them against edges or by using them to double-jump. If you double-jump with a block, the block will drop straight down and stop.

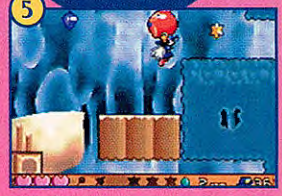


To reach the ledge, you must position the first block using a double jump. Then stand on that block and perform a second double jump while holding the other block.

Grab the red enemy and jump from the left ledge to the stack of two blocks. From there you can reach the higher ledge to the right.



A regular jump will carry you to the brown ledge. Klonoa gets enough distance from a regular jump to get to the brown ledge. High jumps are tougher than long jumps.

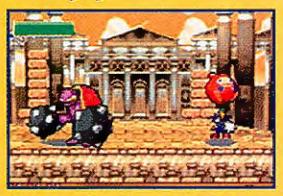


The final jump up to the top of the blue ledge requires a double jump. That's why you have to have the red enemy. You'll get the first star and move on to the next area.

Visions 1-6

The automatically scrolling screens in some bonus levels can seem tricky at first. Just stay calm and move from one ledge or grab point to another. If an item is out of the way, you might want to skip it and keep moving.

Chipple



Chipple the fighter isn't as tough as he looks. Grab one of the red enemies that appear, but don't use it to double-jump out of danger.

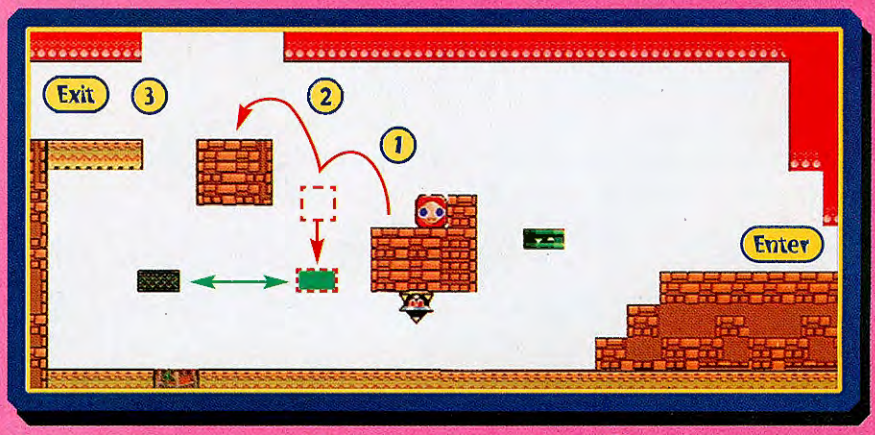
When Chipple jumps up into the air, dash beneath him. Then turn and throw the enemy in your grasp at Chipple's back for a hit.

Following a hit, an angry Chipple will start tossing rocks. Dodge the rocks and avoid red enemies, too. They can hit you if you're careless.

Priamill

Muzika, the great opera singer of Priamill, has suddenly started singing horrible songs that are giving the people headaches. Klonoa must find the diva and change her tune. You'll use helicopter enemies called Tetons to reach new heights.

Visions 2-2

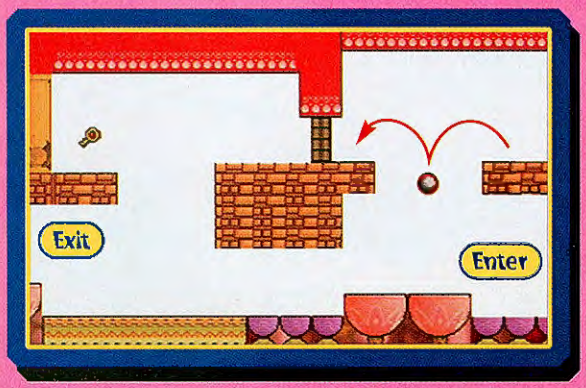


Jump to the middle ledge and pick up the block. Stand on the left edge of the platform and wait for the moving platform to approach from the left side of the room.

Use the block to double-jump to the upper ledge, timing the move so the block lands on the moving platform just as it passes directly beneath the block.

When the platform passes over the wind stream, it will block the flow of air. Klonoa will then be able to jump to the left ledge, where he'll grab a star.

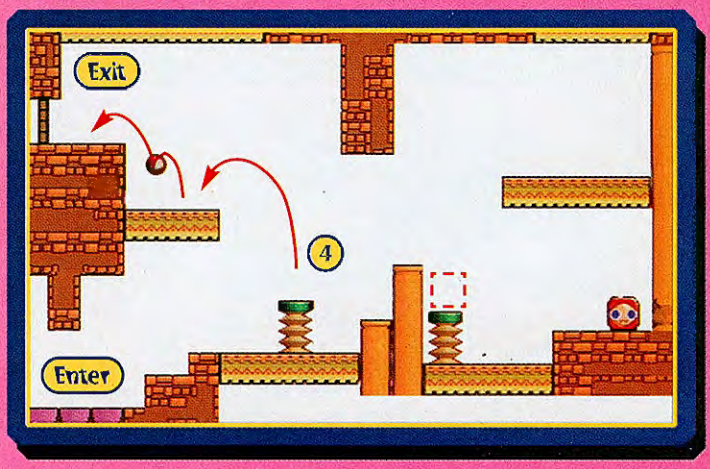
Visions 2-3



Grab the enemy that walks along the floor and take the elevator platform to reach the first ledge. From the ledge, double- jump to the left. If you double-jump directly over the door switch, the enemy will fall and trigger the switch.

Use the block on top of the right accordian column to keep the left accordian column fully extended. Then hop from the column to the left ledge.

Visions 2-5



Rotary Room

Look for the switch in the revolving room. Each time you hit the switch, the room will rotate 90 degrees. As the room rotates, Klonoa will have to stand on different platforms to reach the switch and new doorways will open.

Visions 2-7

Prepare for a tricky pair of double jumps to reach the end of the final stage in View 2. Snag the red enemy from the area to the left and use it to double-jump up to the disappearing blue platform. When you're on the blue platform, grab the flying green enemy. You'll use it to double-jump to the exit.

Muzika

Stand on the side of the stage and grab one of the little enemies when it draws near. Throw the enemy at Muzika's belly to get a hit.

Watch out for Muzika's angry dance when she gets hit. You'll have to repeat the attack and dodge the diva three times to win.

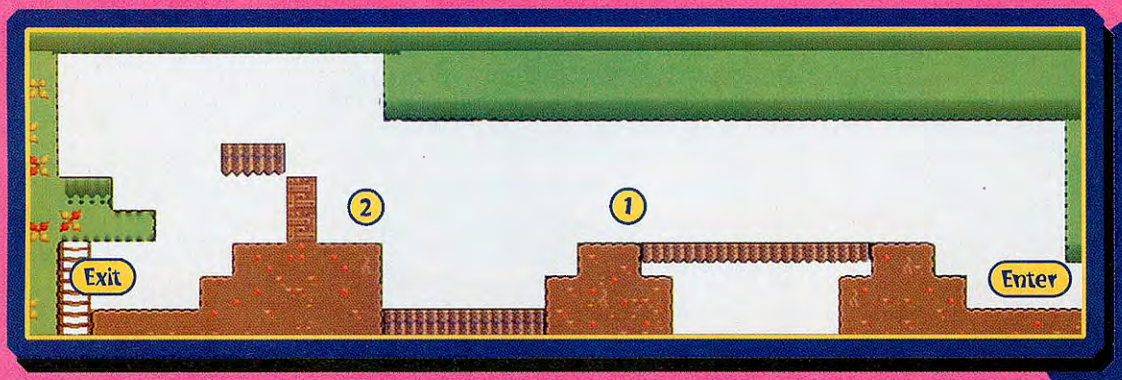
Jiobob

When Klonoa and Huepow reach Jiobob, they're too late for dinner. In fact, there's nothing to eat since a monster came down from the mountains and gobbled up all the food. Explosive enemies called Boomies may help or hinder Klonoa in this world, so watch their timers or you might get cooked.

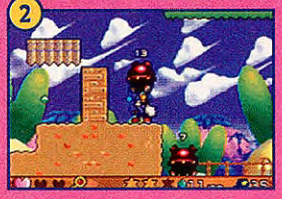
Visions 3-2

Near the beginning of View 3-2, throw the Arrow Block against the wall to the right, then toss the Boomie on top of it. The Boomie's explosion will destroy the block on the upper ledge.

Visions 3-1



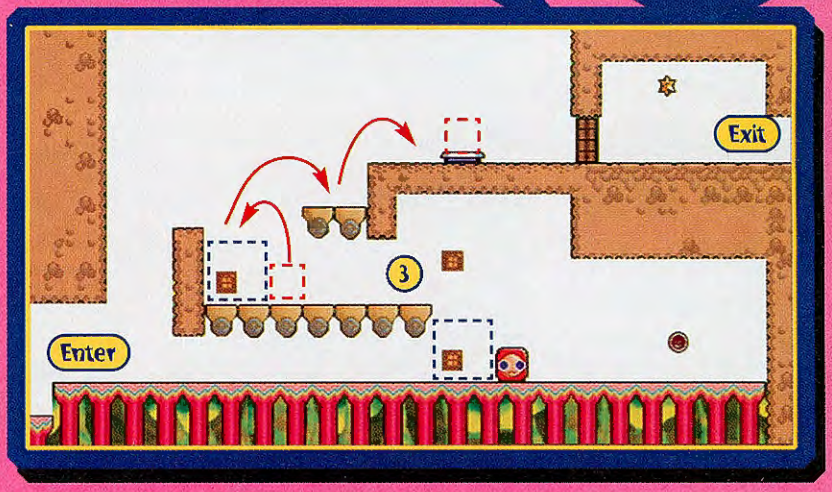
Throw the top Boomie onto the ledge to the left. You'll have to get to it before its timer runs out, pick it up and double jump over the wall that blocks off the exit.



After tossing the first Boomie to the upper ledge, hop down to the lower area and use the Boomie there to reach the left ledge so you can grab the ticking Boomie.

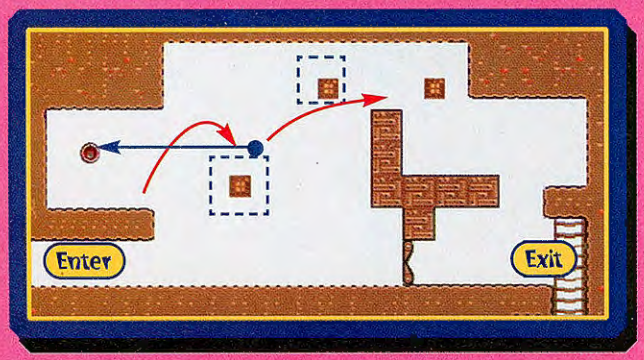
Pick up the Boomie and jump to the big box on the ground. Face to the right and throw the Boomie, then jump to the ledge to the left. The explosion will activate the switch, changing small boxes to big boxes.

Visions 3-5



Klonoa can make boxes larger or smaller by using the switches. In the room above, hit the switch to make the lower box grow, then grab the block and drop it where you see the red square on the first ledge. Then grab the Boomie, hop onto the big box and throw the Boomie at the switch. Jump to the ledge and carry the block up to the floor pad.

Visions 3-7



Klonoa has to be sneaky to get through the room above in View 3-7. Begin by using an enemy to double-jump up to the ledge with the Boomie on it. Use the switch to make the box in the middle grow. Jump to the box, grab the enemy and throw it to the left at the switch. Immediately jump to the right as the arrow shows.

Chirin

Climb a rope and grab an enemy, then stand on the column where the arrow appears. The hungry monster will chew toward the surface.

When the monster is near the surface, double-jump. After gobbling the enemy, the hurt monster will unleash a shower of fire. Dodge the flames.

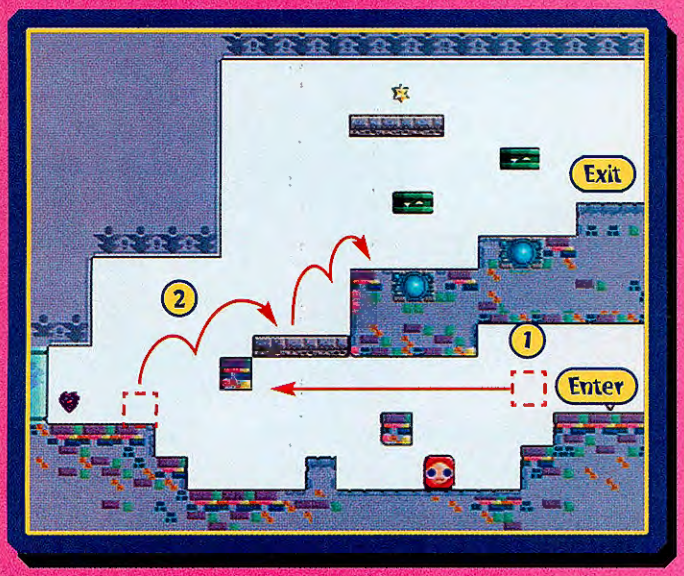
Santal

The inhabitants of the forest village of Santal contracted nasty colds when a monster appeared in the valley. Making matters worse, Dr. Medim went missing at the same time, so there won't be a cure unless Klonoa and Huepow can find the good doctor and bring him back to the village. You'll learn to use water switches and more.

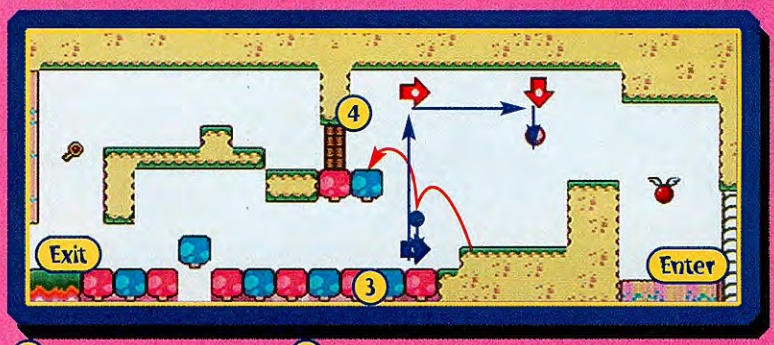
Klonoa has to move the block to the left side of the floating ledge. Stand on the right step, jump up and throw the block to the left so it clears the middle ledge.

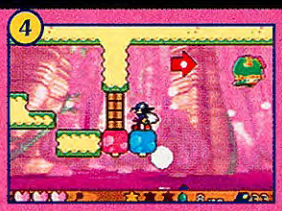
Pick up the block on the left side of the middle ledge and use it to double-jump to the ledge on the right. You'll find one of the stars just beyond the ledge you've reached.

Visions 4-1



Visions 4-3



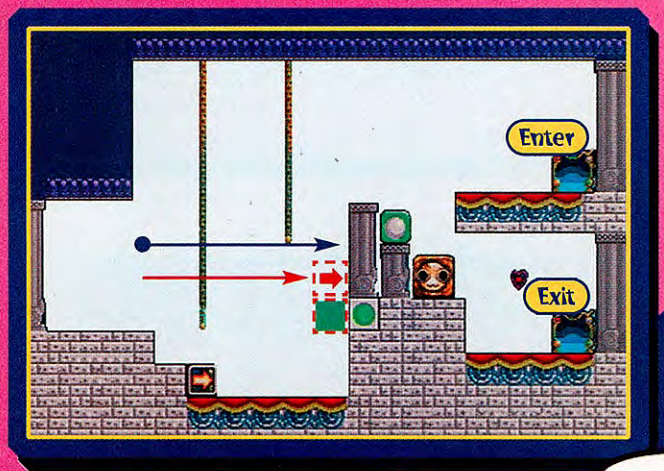


Grab the enemy and double-jump on the Blue Arrow Box. The enemy will hit the switch, opening the door so you can reach the key.

Leljimba

All the pieces of the puzzle point to the Imperial City of Leljimba as the cause of the strange happenings. Klonoa and Huepow have one final world to conquer. The Sticky Box will help you progress in the Imperial City.

Visions 5-2 NP

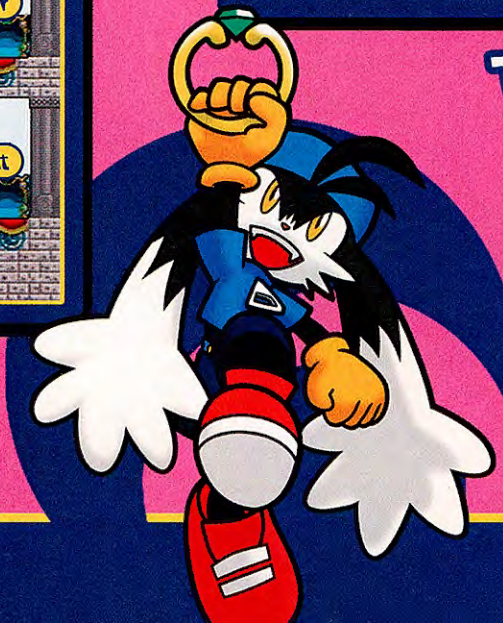


The sixth warp door takes Klonoa to the room shown above. Place the Red Arrow Box on top of the Sticky Box, then throw a Boomie so that it reaches the Red Arrow Box just as the timer reaches zero. You'll blow up the stone on the far side of the column. The route to the exit will be open.

Dr. Medim

Grab an enemy and throw it at a red arrow at the edge of the screen. When Dr. Medim is on the left side, throw it at the left red arrow.

The arrows send the enemy to the top of the screen where they hit Medim's head. Watch out for the fireballs that follow a direct head hit.



The Cat's Meow

Klonoa is a great addition to the Game Boy Advance library. It's one of the best action puzzle games around. The Retry feature gives you unlimited chances to figure out how to get through each puzzle, and, chances are, you'll need it to reach the end.

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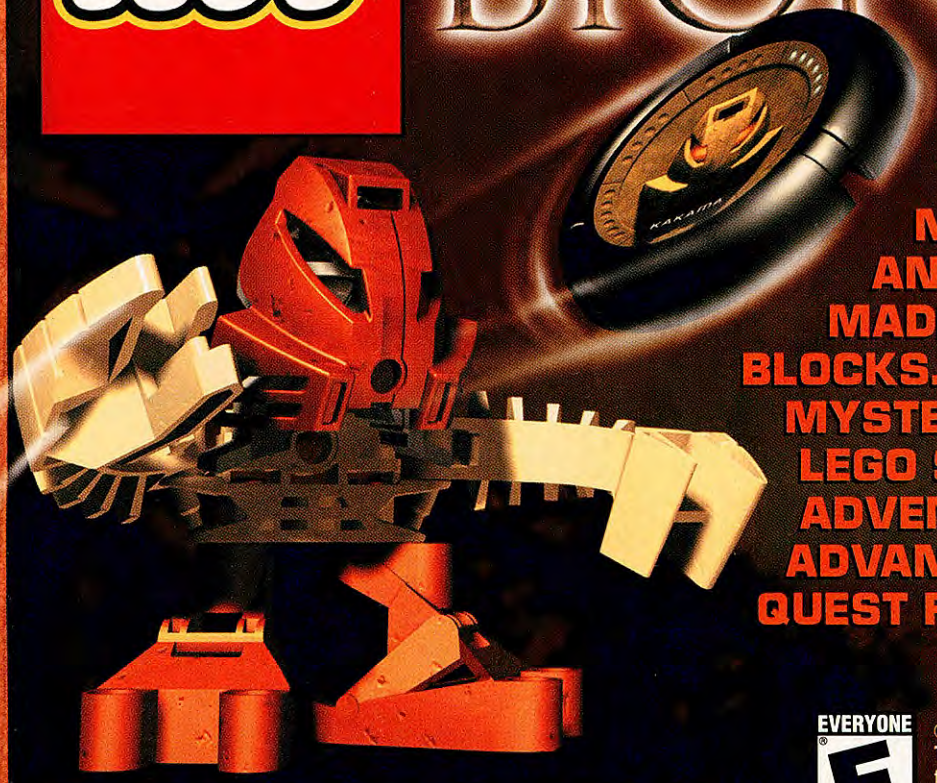
LEGO® BIONICLE™



THE ISLAND OF MATA NUI IS FALLING APART, AND IT ISN'T EVEN MADE OUT OF BUILDING BLOCKS. PIECE TOGETHER THE MYSTERY OF MAKUTA IN LEGO SOFTWARE'S NEW ADVENTURE FOR GAME BOY ADVANCE—LEGO BIONICLE: QUEST FOR THE TOA.

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LEGO MY ISLAND

The nefarious Makuta has released multitudes of monsters on Mata Nui, and the deadly creatures have thrown the island into chaos. The various Tohunga villages are trying to cope with the resulting problems, but their sacred Toa Stones are lost and the life-giving Vuata Maca Trees are slowly dying. With the aid of several magical items, you can return the villages to prosperity.

BEACH BASICS

Before you embark on your quest, a little beachcombing will help you hone your adventuring skills. Talk to your fellow Tohunga as you proceed up the beach to Onu-Koro—in most cases, they'll give you important instructions on how to perform basic moves and use items. It's also a good idea to read information signposts throughout your adventure.

The Giving Tree

You can shake Madu Fruit out of trees to make the coconut-like projectiles fall to the ground.

Ring Fling

Wait until the Tohunga poke up from behind the rocks then toss fruit at them by pressing L or R.

Shell Game

You can pick up stunned Hoi Turtles, toss them into the water, then use them as stepping stones.

Apply Roll-On

To move a large boulder, stand next to it, press A, then push it wherever you want.

Berry Helpful

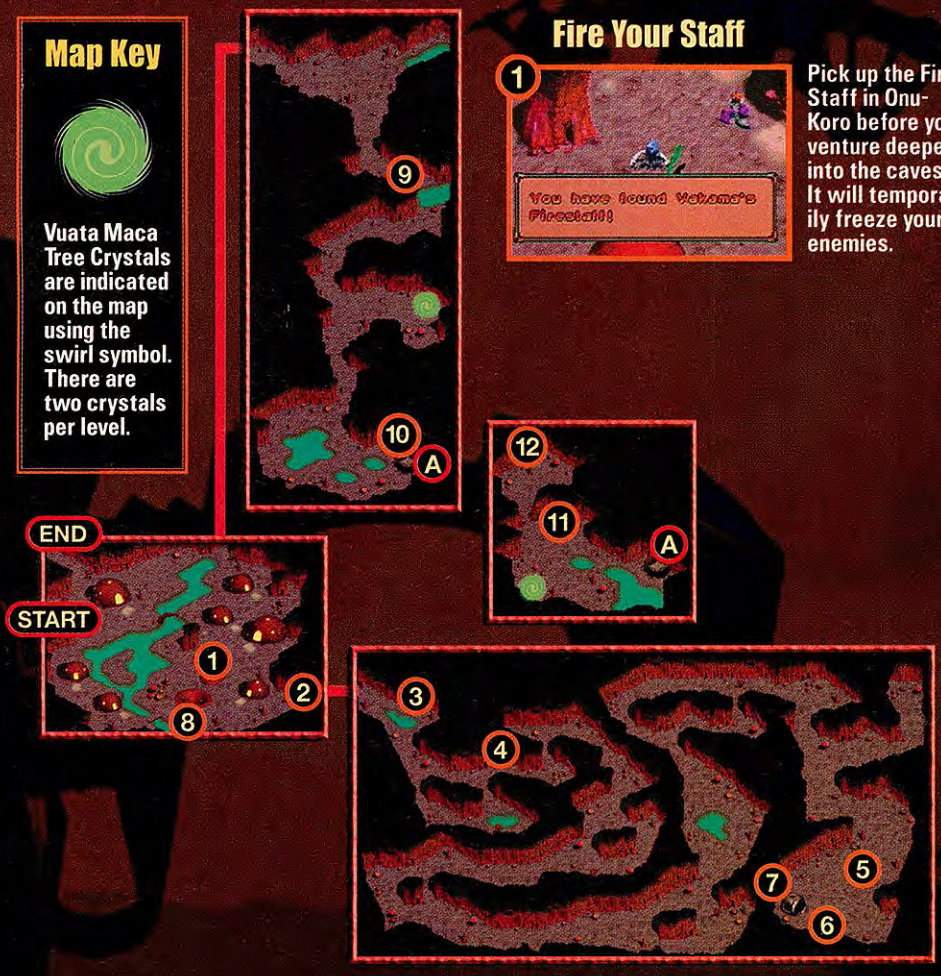
The glowing Vuata Maca Fruit replenishes energy for items. Bula Berries replenish health.

ONU-KORO

The first stop in your journey—the cave village of Onu-Koro—establishes the types of tasks you'll have to perform in subsequent villages. First, you must rescue the village chief. You'll also need to collect two Vuata Maca Tree Crystals then return them to the wizard in the village. When you recover the stone Toa, you'll be warped back to the village.

Map Key

Vuata Maca Tree Crystals are indicated on the map using the swirl symbol. There are two crystals per level.



Fire Your Staff

Pick up the Fire Staff in Onu-Koro before you venture deeper into the caves. It will temporarily freeze your enemies.

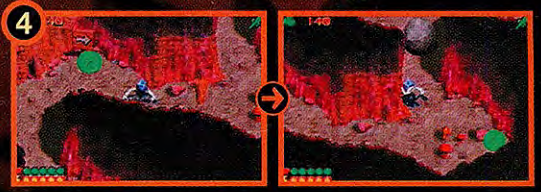
Equip Fire Staff

After you pick up the Fire Staff, it will automatically appear in your inventory. Assign it to the L or R Button.

Stunning and Running

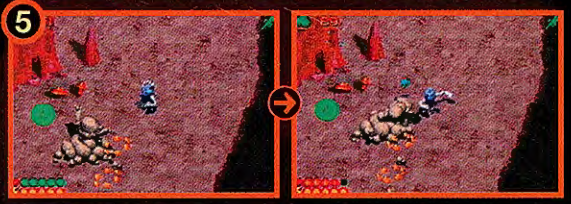
As you journey through the caves to rescue Onu-Koro's chief, remember to equip your Fire Staff. The passages are crawling with enemies, and you'll need to stun them before they swarm all over you.

Head Banging



Tread carefully through the tunnels. Some passages are booby-trapped with rolling boulders. Duck into a safe passage to avoid damage.

Rock and Roll Entourage



The Vatuka Beast—a.k.a., the rock guy—will awaken when you approach the chief's suspended cage. Stun the beast's gravel buddies then pelt it with Madu Fruit until it stops chasing you.

Under Pressure

When the coast is clear, move rocks onto switches to open the cage.

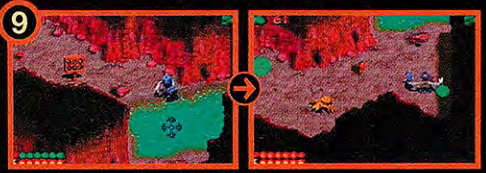
Freedom Rock

After you free the chief, Whenua, you'll automatically warp back to the village.

New Tool

Pick up the Volo Lutu Launcher in the village. It works like a grappling hook.

Over the Goo



The puddles of goo in the caves can damage your health. Fire a ball from the launcher so it sticks against a surface on the other side of the liquid, then press the launcher button again to propel yourself to the ball.

Elevator Action

Stock up on Madu Fruit then hop on the stone pad for a quick ride to the upper level of the cave.

Fiery Fruit

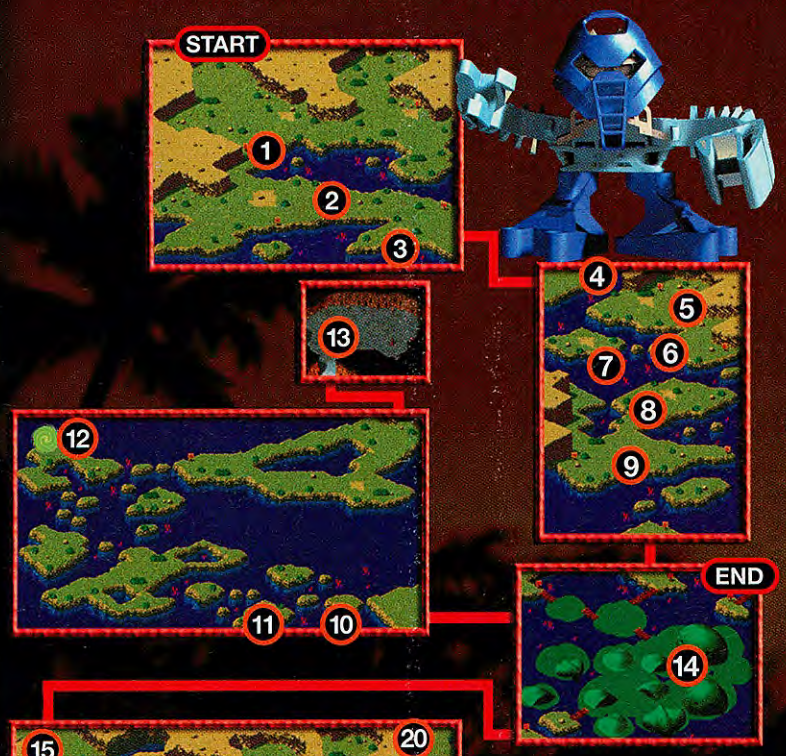
The two crystals are right out in the open, but you'll need to blast your way through a pile of rocks to get to the Toa Stone. Pick up the explosive Madu Cabolo Fruit, equip them, then hurl them at the pile.

Snag a Statue

Don't worry about the enemies—just grab the Toa to end the level and return to the village.

GA-KORO

The next stop after the dank village of Onu-Koro is the sopping-wet village of Ga-Koro. Creatures are everywhere, but your greatest enemy may be your own clumsiness as you jump between islands.



Ussal Crab Dig

Before you can exit Onu-Koro, you'll be challenged to a crab racing game. Try to be the first to find four sets of two color-coded stones. You can use rocks to trip up opponents.

Problem Plants

Annoying Daiku Plants will chew you up and spit you out until you turn them into mulch with Madu Cabolo Fruit. Toss a fruit at the plant so it swallows it, then move out of the way. You can get hurt in the subsequent explosion.

Crab Clobbering

Crabs try to pull you into the water. Hit them three times with Madu Fruit to defeat them.

Wet Cover

Use natural moats to separate yourself from enemies while you pelt them with Madu Fruit.

Slingshot Swing

Use your launcher to slingshot over water. Attach the ball to a plant in the water, back up, then release the button. Your momentum will swing you to the opposite bank.

Tortured Turtles

Turtles are possessed by evil masks. Hit them with a Madu Fruit to free them.

Long Leaps

You can jump fairly far so don't assume you have to use every stepping stone.

Launch Yourself

Target a plant in the water to fling yourself across the large gap.

Enemies Await

Be ready to unleash some Madu Fruit once you land. Enemies may ambush you.

Back Up and Swing

After you attach the Volo Lutu, step back for a greater slingshot effect.

Boat Race

To steer your boat, paddle on the side opposite your intended direction.

Leap Then Launch

Hop onto a stepping stone then use the launcher to reach elevated cliffs.

Plant Food

Destroy inconveniently placed Daiku Plants with Madu Cabolo Fruit.

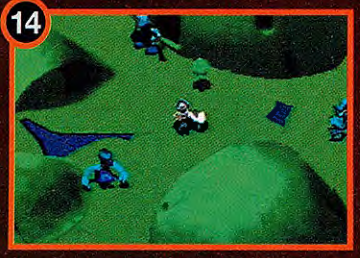
Distant Crystal

The first Vuata Maca Tree Crystal is in the northwest corner of the islands.

Stun Then Snatch

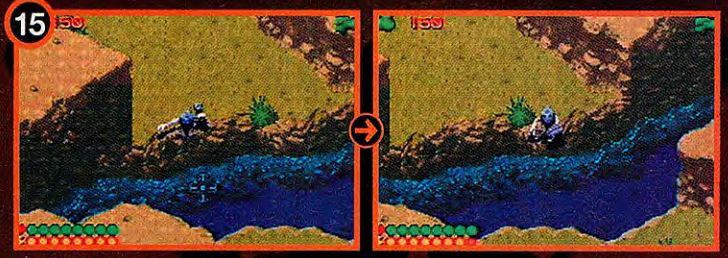
Nokama is being held hostage by the thuggish Makika in a northeastern cave. Stun Makika with a boulder, pick up Nokama then run out of the cave.

Finder's Fee



An extra health container is your reward for saving Nokama. She'll tell you where to look for the Toa.

Playing the Angles

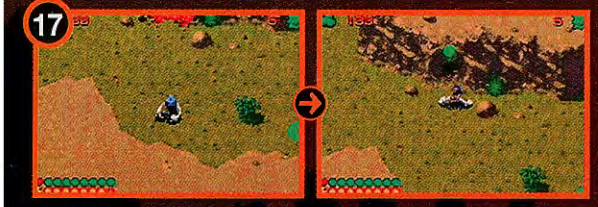


The first jump into the southern part of Ga-Koro demands some creative Volo Lutu launching. Attach the Volo Lutu to the left cliff face, move to the right then launch diagonally across the water.

Ammo Tree

Defeat the two rock-launching enemies then stock up on ammunition at the Madu Tree.

Hidden Health



A suspicious-looking pile of stones conceals an extra health container. Use Madu Cabolo Fruit to blast your way through.

Crystal Corner

Grab the Crystal in the southwest corner before you recover the Toa.

Ambush Area

Enemies abound in the area near the elevator to the Toa. Be ready with Madu Fruit.

Raised Statue

You'll find the Toa Stone on top of the cliff. The elevator will take you to it.

PO-KORO

The arid wasteland of Po-Koro is loaded with deadly pits and crafty enemies. Whenua's Drill will help you defeat many enemies, but cautious jumping and maneuvering are the keys to staying healthy. Remember that the direct approach doesn't work on all enemies—in some instances it's better to run away or hide than to attack.

Do You Dig?

Remember the drill that the Onu-Koro villagers talked about? It's the first thing you'll find in Po-Koro.

Down Under

Use the drill to burrow under the wall next to the villager who greets you in Po-Koro.

Guarded Gaps

Knock the masks off the infected spiders before you make two difficult jumps over chasms.

Flipped Foes

Scorpions are impervious to Madu Fruit. Drill underneath them then pop up to flip them over.

Rock Slide Rescue

Toss and roll boulders to free a villager trapped beneath them. He'll reward you with an extra health container, also known as an Amano Volo Sphere.

Big Swing

Attach the Volo Lutu to a butte in the middle of a chasm. Back up before launching yourself to produce the momentum needed for the swing to the other side.

Hammer Time

Onewa's Hammer is just outside the central village area. Use it to smash boulders.

Smash, Bro

Your path will be blocked by solid rock. Use Onewa's Hammer to break it up.

Chasm Crystal

Make a side trip to pick up a Vuata Maca Tree Crystal before you cross the chasm.

Freebird! Freebird!

A mishap has left a villager's bird trapped under some stones. Use Onewa's Hammer to free the bird. You'll get an Amano Volo Sphere for your efforts.

Subtle Switches

Burrow underground to activate two half-buried switches. They'll lower the pillars.

Escape Tunneling

You must free the Po-Koro chief by tripping five half-buried switches to lower five pillars. Make it quick—pesky enemies are guarding the cell.

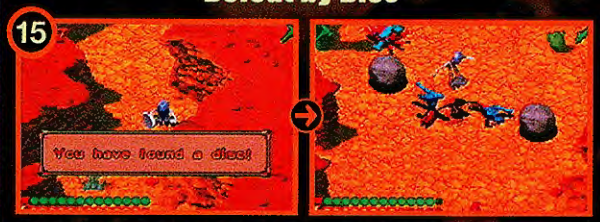
Stock Up on Rock

Collect throwing rocks whenever you can. You may need them later.

A Breakthrough

Use the hammer to break through to an area with a disc.

Defeat by Disc



You'll find your first Disc just beyond the stone wall. The reusable projectile will hit every enemy in the vicinity each time you throw it, but it uses up energy quickly.

Distraction Dictates Destruction NP

Your final test in Po-Koro is a battle against a huge scorpion. First, defeat the little scorpions, then lure the large scorpion to a rock. The monster will be temporarily vulnerable while it attacks the rock—burrow underneath it then flip it.

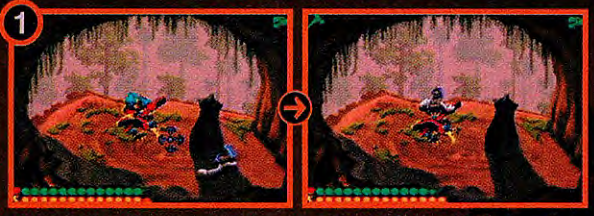
LE-KORO

Le-Koro's chief has been—let's all say it together—kidnapped, and you'll need to find him before you start to look for the Toa Statue. His thank-you gift—the axlike Kau Kau Staff—will allow you to create tree bridges.

Koli Football

Try to kick as many stone balls as possible into opponents' goals. Before you can score, you'll need to smash the protective wall in front of each goal.

Welcome a-Bird!



Hide behind the stone pillar to avoid the Kewa Bird then hit it with the Volo Lutu to unseat its rider. You'll pull yourself onto the bird and automatically start the bird riding game.

Kewa Bird Riding

Tap the A Button to flap your wings then toss Mudu Fruit at opponents.

Pick up Pick

Nuju's Ice Pick won't do you much good in Le-Koro, but you'll need it later for hardening lava.

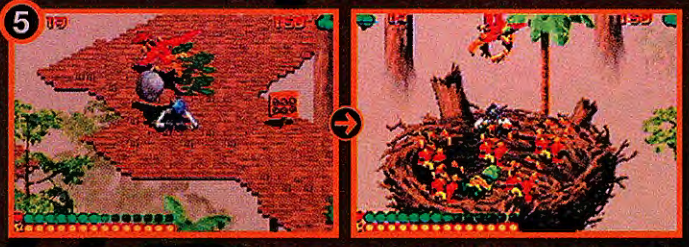
Boardwalk Bauble

Fight your way around a lengthy boardwalk to find the first Vuata Maca Tree Crystal.

Tree Treasure

The second Le-Koro Crystal is tucked away in a corner of the boardwalk near the bird nest.

Heavy Meals



Pick up boulders then hold them up so the Kewa Bird takes them back to its nest as food. After it delivers five boulders, let it pick you up and carry you to the chief. Don't forget the boulder in the pile.

Staff Cuts

Matau's Kau Kau Staff is the reward for rescuing the chief. Use it to chop down trees.

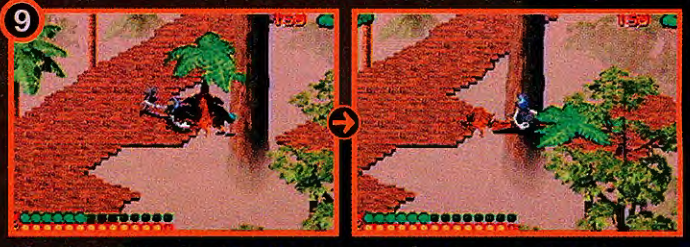
Curious Key

You'll need four disc-shaped keys to reveal the Toa Statue. The first one is easy to reach.

Extra Ammo

Another Disc lets you hit enemies twice as often. Use the Volo Lutu Launcher to reach it.

Instant Bridge



Use the Kau Kau Staff to chop down small palm trees along the edges of the boardwalk. They'll fall down to create bridges to otherwise unreachable platforms. The first tree bridge leads to a key.

Arboreal Angler

You won't be able to leap to one of the keys, so you should use your Volo Lutu Launcher to reach it in from long distance.

Trunk Travels

Cut down another tree with the Kau Kau Staff to reach the last key you need to unlock the Toa Stone.

Stump Statue

Stand in front of the four pegs then press the A Button to release the Lewa Toa Stone.

A Healthy Ending

Don't forget your reward for the two crystals you picked up. You'll receive another Amano Volo to boost your health bar.

FIRE AND ICE

The two most extreme areas of Mata Nui are still ahead of you—the fiery world of Ta-Koro and the frozen land of Ko-Koro. You can also get together with up to three friends then go head-to-head in the minigames via Game Link Cables. Check out our comprehensive coverage of Bionicle in Volume 2 of Nintendo Power Advance.

Pokécenter

Pokémon Poetry Slam

Poet, artist and Pokéfreak Samantha Sprankle sent us a poem and illustrations we just had to share with Pokéfans everywhere.

The Tale of a Pokéfreak

One day two years ago
right around three
we got a phone call
and it was for me
It was my friend Katie
she told me about a show
she said maybe you'll like it
try it out you never know
I turned on the T.V.
and what did I find?
A cute show I fell in love with
and what comes next will blow your mind
We were at the store
in the video game part
where I found a game
that found a place in my heart
Sooner or later I had all the games
Blue, Gold, Stadium! just to name a few
next I was dreaming Pokémon,
drawing Pokémon and eating Pokémon cereal too!
If this sounds like you
this diagnosis should fit
You're a Pokéfreak, dude!
And you should be proud of it!

— Samantha Sprankle

Pokéchat

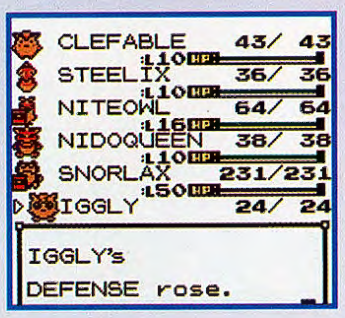
Hey you, Pokéfan! Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

Q: Why can't I play Gold or Silver on my Doduo or Dodrio Game Boy in Pokémon Stadium 2?

A: You must not have beaten the Elite Four yet in either game. You won't be able to play Gold or Silver at accelerated speeds until you've beaten the Elite Four.

Q: Will Pokémon that evolve through friendly evolution evolve more quickly if you give them items such as Iron?

A: Yes. Pokémon respond very enthusiastically to expensive items like Iron and Protein. Using expensive items isn't the only way to make your Pokémon happy, but if you have the money, you should definitely purchase some items for your Pokémon.



Q: Where are the Dome Fossil and the Helix Fossil in Gold and Silver? I can't find them!

A: Neither fossil appears in Gold or Silver. If you want them, you'll have to look in Red, Blue or Yellow.

Q: I have a Level-100 Golbat that I want to evolve into a Crobat. Will it evolve when it trusts me?

A: No. Pokémon that evolve through friendly evolution evolve when they trust you, but that evolution occurs when they level-up, and since your Golbat can't level-up, it can't evolve into Crobat. Sorry.

Q: Where is TM 26, Earthquake, in Gold and Silver?

A: It's located on the ground in the cavelike Victory Road, which leads to the Indigo Plateau.

Q: What happens when you use your own Pokémon in the minigames of Pokémon Stadium 2?

A: Nothing—unless you win. If you win a round of minigames, your Pokémon will become friendlier toward you and you'll earn coins to use in the Game Corners of Pokémon Gold and Silver.

Q: Are there new Pokémon in Crystal?

A: No, there aren't. Crystal draws from the same pool of Pokémon as Gold and Silver.

Q: What does the Brick Piece do?

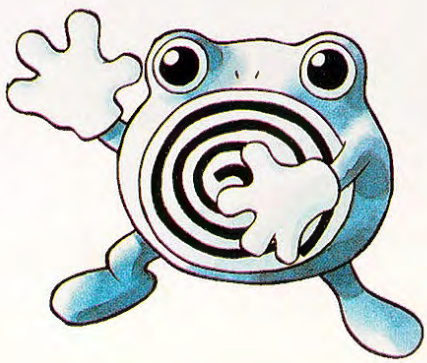
A: It doesn't really do anything. You can sell it when you're low on cash.

Q: Where do I get TM 21, Frustration? I've looked all over Goldenrod City, and I can't find it! Now I'm frustrated!

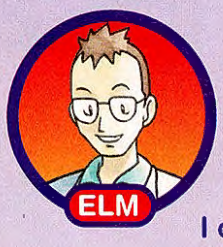
A: Talk to the woman who appears in the TM Corner of Goldenrod City's Department Store on Sunday. If your lead Pokémon doesn't trust you, she'll give you TM 21, Frustration. If your lead Pokémon likes you, she'll give you TM 27, Return, instead. If your Pokémon doesn't feel strongly about you either way, you might not get anything.

Q: How does Poliwhirl evolve into Politoed?

A: Have your Poliwhirl hold a King's Rock, then trade it to another Gold, Silver or Crystal Game Pak. It will evolve into a Politoed. If you've already used the King's Rock the researcher in the Slowpoke Well gives out, try catching lots of Slowpoke or Slowbro in the Slowpoke Well. They may be holding a King's Rock. You can also find Slowpoke in Tohjo Falls. Some Poliwhirl are holding King's Rocks, too. Look on Routes 22, 28, 30, 31 and 44 or in the waters of Ecruteak City, Violet City, Mt. Silver or Viridian City.



Pokémon University



Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.

I can't find Remoraid, Snubbull or Marill. Why are they so hard to find?

In Gold and Silver, six Pokémon are very rare until you get phone calls from specific Trainers who just happen to be standing in the areas where the Pokémon will eventually appear. In Crystal, three of the same Pokémon are very rare until you get the phone calls. To make Remoraid more plentiful in Gold and Silver, be sure to battle Fisher Wilton on Route 44 and get his number. He will call you when Remoraid start to appear on Route 44. To get a call about Snubbull in Gold and Silver, be sure to get Schoolboy Chad's number on Route 38. Marill will be more plentiful in Gold and Silver after you get a call from Hiker Parry, whose number you'll pick up on Route 44. Take down Fisher Ralph's number in Gold, Silver and Crystal to get a call about Qwilfish on Route 32. Get Hiker Anthony's phone number on Route 33 to learn when the Dunsparce appear in Gold, Silver and Crystal, and get Bug Catcher Arnie's number to hear about Yanma on Route 35 in Gold, Silver and Crystal.

Why does Pokémon Stadium 2 list moves that Ho-oh, Moltres and other Pokémon learn at levels you can't catch them at?

The Pokémon Stadium 2 guide and many other official player's guides list moves Pokémon learn at low levels. You can't catch the creatures at those low levels, and you can't hatch them, either, so the information would seem unnecessary. But if you conquer all of the Johto Trainers in Pokémon Stadium 2's Gym Leader Castle, any of your Pokémon, including creatures like Ho-oh and Moltres, can remember a level-up move they've forgotten, which makes the information about the moves they learn at lower levels very helpful.

Pokémon Stadium 2 and other sources list moves that the Pokémon learn long before you can catch them.

Every Pokémon can remember forgotten moves—just conquer the Johto Gym Leader Castle in Pokémon Stadium 2 for the opportunity.

How do I pass the Skill Test in the Trainer Class of Earl's Pokémon Academy?

Even if you win the battles in the Skill Test, you won't really pass the test unless you've also chosen the correct three Pokémon to use against each Trainer. The Skill Tests at each level aren't really checking your battling skill as much as they are testing your ability to use the information Earl teaches you in each round of lectures. The hints provided help out a lot, but if you're still stumped, we have the answers.

Battle 1: You have to pick Pokémon types that the all-Grass opposing team is weak against. Choose Growlithe, Pidgeotto and Beedrill for your team.

Battle 2: Choose Pokémon whose attack types are strong against the Fire-type team. Furret, Stantler and Miltank all fit the bill.

Battle 3: Your team members should have moves and types that are strong against multiple members of the opposing team, so choose Bellossom, Magmar and Hitmonlee.

Battle 4: Because your opponent likes raising his defense with moves like Barrier and Acid Armor, use the Pokémon with set-damage attacks—Dragonair, Pinsir and Murkrow—against his Pokémon.

Battle 5: Your opponent uses two-step moves to attack. Use two-step moves like Fly or Dig to avoid your opponent's moves. Pick Croconaw, Aerodactyl and Delibird.

Battle 6: Every member of the other team uses Amnesia to boost its Special Defense. The power of regular attacks won't be deflected by high Special Defense. Choose Lickitung, Granbull and Fearow.

Battle 7: Your opponent uses attacks like Double Team to raise her evasiveness and moves like Smokescreen to lower your accuracy. Noctowl, Golbat and Eevee are the best team members, because their moves return evasion back to normal, erase status changes and never miss, respectively.

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Steve Wilson's e-mail caught the Pokécenter's attention for many reasons—it was well-organized and easy to read, it featured a good mix of Pokémon and it was packed with interesting combos. Steve's philosophy is interesting, too. He feels the most important thing about his team is that he uses Pokémon he likes, which is refreshing. Steve doesn't feel compelled to use the most commonly chosen group of Pokémon, and that's pretty cool.

Jolteon

Item	King's Rock

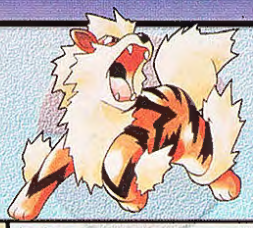
- Thunder Wave
- Bite
- Thunderbolt
- Reflect

Girafarig

Item	Bright Powder

- Psychic
- Earthquake
- Agility
- Baton Pass

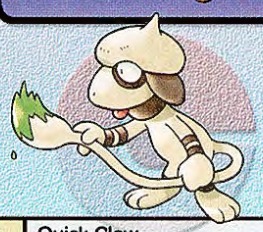
Arcanine



Item	Leftovers

- Flamethrower
- Crunch
- Extremespeed
- Curse

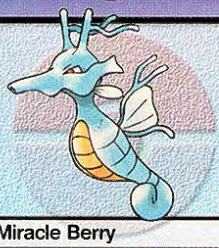
Smeargle



Item	Quick Claw

- Spore
- Lock-On
- Fissure
- Horn Drill

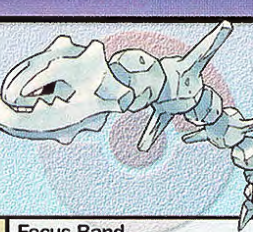
Kingdra



Item	Miracle Berry

- Surf
- Ice Beam
- Dragonbreath
- Swagger

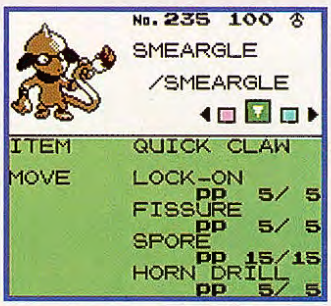
Steelix



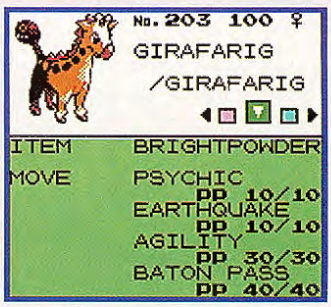
Item	Focus Band

- Earthquake
- Rock Slide
- Iron Tail
- Flail

This month's Trainer loves combos, and for good reason. Using them is an excellent way to gain the upper hand in battle. Steve's Arcanine was bred to have Crunch and Flamethrower and raised to have Extremespeed. Curse was the final touch. Steve uses Curse and Extremespeed together as a very effective combo. Curse raises Attack and Defense at the expense of Speed, but Extremespeed doesn't rely on a Pokémon's Speed rating to work. So Arcanine gets the power boost from Curse without having to sacrifice its Speed. Steve combines the effects of an item and an attack with his Steelix choice. When his Steelix is taking a lot of damage, it can go down fighting with Flail. If it hangs on with Focus Band's help, Flail will be as powerful as it can be, because Steelix's HP will be so low. In Jolteon's case, Steve uses Thunder Wave to paralyze opponents, then adds Bite and King's Rock for a double dose of flinching power. If Bite doesn't make his opponents flinch, the King's Rock might. Steve's Kingdra uses Dragonbreath and Swagger together in a combo that also works to keep opponents from attacking his Pokémon. If Dragonbreath paralyzes an opponent and Swagger confuses the opponent, it won't be able to attack Steve's Kingdra.

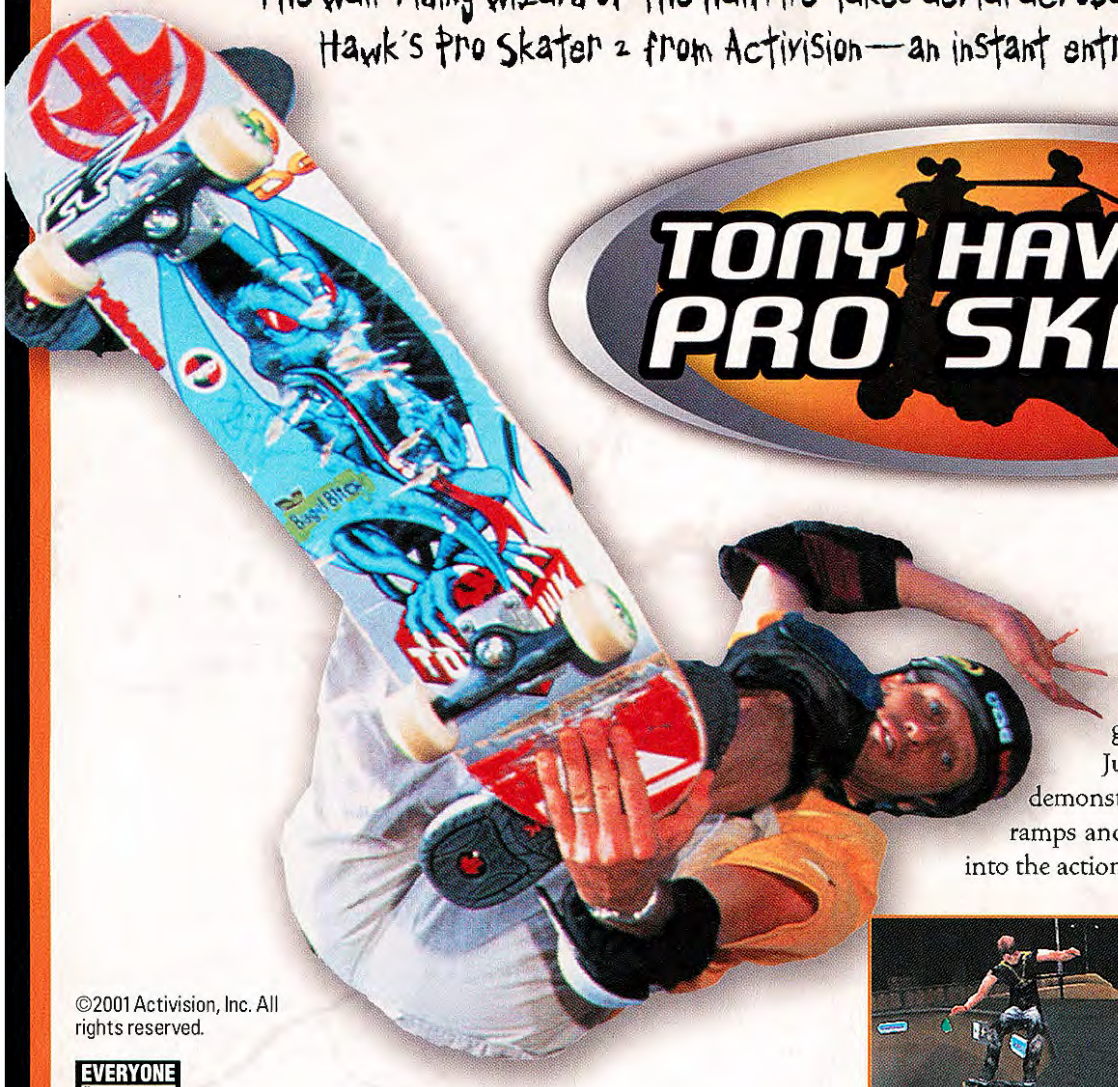


Smeargle can learn any move, but its stats aren't very impressive. Steve had his Smeargle learn moves that aren't affected by stats, like Spore, Lock-on and the one-hit KO moves Fissure and Horn Drill. The moves can be used together to form some pretty tough combos.



Steve uses Girafarig's Agility and Baton Pass to help out many of the slower Pokémon on his team. With Baton Pass, Steve can transfer the speed boost that Agility gives Girafarig to slow Pokémon like Steelix.

The wall-riding wizard of the halfpipe takes aerial acrobatics to the extreme in Tony Hawk's Pro Skater 2 from Activision—an instant entry into the Net Hall of Fame.



Board Ballet

When you master the moves of Tony Hawk's Pro Skater 2, your body-twisting gravity defiance will be a thing of beauty. Jump into the shoes of a real pro and demonstrate a grab bag full of moves on walls, ramps and rails. The close-in view puts you right into the action. Oh my, dude! It's sicktacular!

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EVERYONE E CONTENT RATED BY ESRB

Create and Skate

THPS2 builds on the original by allowing you to create your own skateboarding experience—customized skaters and parks. The easy-to-use tools will have you taking it to the next level in minutes. When you hit the park, you'll experience the action with a new view, which picks up the nuances of your skater's moves.

Tight Moves!

Improving on the Hawk's first N64 skatefest, THPS2 presents the action with a view that is dangerously close to you, following your moves with tight precision. The new angle gives you a sense of the speed of the sport, the athletics of the skater and the distance you are from the ground with big air.

Build a Boarder

You'll start with the superficial stuff—name, age, location and looks—then move on to the all-important style (vert, street or a mix), stance and stats when you create your own skater. Up to four customized skaters, which you can mold at any time, will be part of the posse that competes in the game's events. Sweet!

THPS2: Park Builder

With the 3-D Real Time Park Editor, you can develop your own monument to skateboarding mastery, from the concrete to the catwalks. Start from scratch after selecting a theme (Power Plant, Industrial, Outdoor or School) or edit one of 50 premade parks. The dozens of park pieces are broken into sets for easy access. Phat!

Two Pros Are Better Than One

The two-player game is a slammin' vertical split-screen competition with four events and a freestyle skate session. Challenge another board-ripper to an adrenaline-pumping skate-off in any unlocked park and go big to show your pal that you're no poser.

Trick Attack

You and your competition simultaneously show your stuff in Trick Attack. You can trip up the other skater with a well-timed collision. Anything goes. The best total score for the session wins.

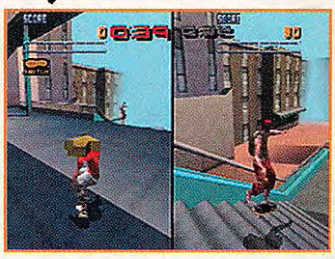
Graffiti

The Graffiti variation of the Trick Attack run allows you to claim ownership over a piece of the park with your graffiti tag after you pull off a big trick. The rider with the most tags takes the prize.

Horse

Pull off a trick at a set location, then watch as your competition tries to beat the feat. The skater with the lowest score is saddled with a letter. When one pro spells "Horse," the other skater wins.

Tag



One skater is "it." The other skater tries to get away. When the "it" skater catches up, the roles are reversed. Once one skater has been "it" for a set amount of time, the other skater is victorious.

THE HANGAR

A perfect halfpipe, two secret areas and plenty of rails make the hangar in Mullet Falls a great place to earn your trick-planting chops. Start with a grind over a halfpipe rail, then ollie off the quarter-pipe on the far side of the hangar for a quick trick. After you pump up your stats and get some practice runs in, you can go for the Sick Score of 75,000.

Wingin' It

The trickiest of the Pilot's Wings to acquire is directly above the starting ramp. Gather your speed and soar off the quarter pipe to the rail that is at the height of the prize. Grind the rail, ollie when the rail ends and catch the prize while you're in flight.

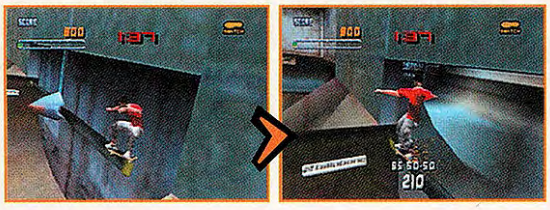
Give Me an "E"

The last letter in "SKATE" is high above the quarter pipe and the glass near the helicopter. Press and hold the bottom C Button as you approach the quarter and release it immediately before you go airborne. You should be able to get the "E"-lusive vowel on your first or second try.

Grind the Blade, Take the Tape

After you make the chopper take off by grinding one of its blades, the entrance to the heli-pad will open. It's at the wall, near the raised barrels. Skate over to the pad to find the Secret Tape. You'll be able to grab the tape with an easy ollie off the quarter pipe.

Mullet Moolah



When you grind the airplane prop on the wall near the half-pipe, the wall will collapse. Ollie off the quarters on the other side to get several wads of cash.

Where the Money IS

You may have to pump up your Air stats before you can nab all of the money that is high above the hangar floor. Take off from the quarter near the copter (pointing toward the center of the hangar) and grind the catwalk to get the cash above the halfpipe.

SCHOOL II

Skateboard pro school is in session. The sprawling School II campus has many obstacles that are more spill-inducing than the features of the hangar, including stairs and rooftop jumps. After a few practice sessions, go into each run with a plan and try to accomplish the level tasks one at a time.

Purchase Performance

You can use the cash that you collected in Mullet Falls to buy stats for your skate pro. It's best to even out your stats as much as possible, but start by pumping up Air, Hang Time, Ollie, Speed, Landing, Rail Bal and Lip Bal.

Over-the-Cove Cash

On your way to the Opunsezmee Rail, in the area that is right and down from the start, you'll skate under a walkway overhang. Cut to the left and ollie over two big obstacles into a cove. Then ollie off the ramp in the cove to the roof. You'll find cash there.

Take a Dive, Open the Pool

When you take the first corridor to the right go down, then turn left, you'll reach the Opunsezmee Rail (where you'll find the letter "A"). Grind the rail as the second bell rings to open an entrance to the gym and pool, to the left. The pool is great for vert moves.

Tale of the Tape

If you've pumped up your Air and Ollie stats, you'll be able to get to the Secret Tape. Get some speed off the quarter pipe with the "K," go down the loose board ramp and perform a Boneless off the planter to the roof. As you ollie to the next roof, you'll grab the tape.

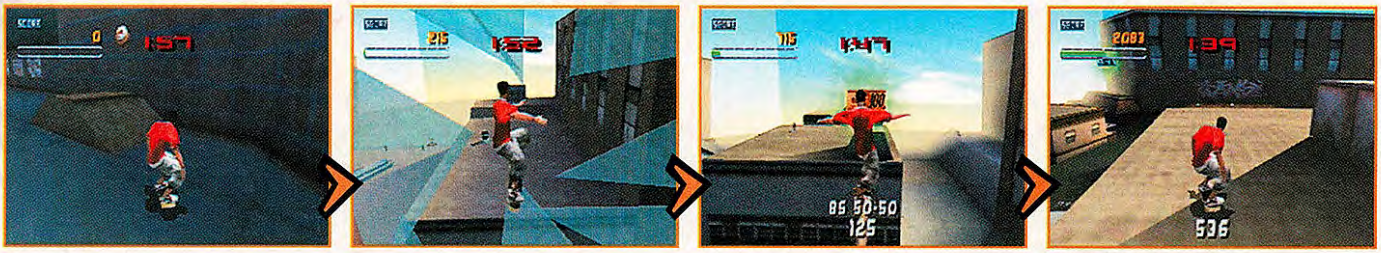
Ollie, Wallie, Ka-ching

More money! Immediately after you start, ollie off the kicker box to the right for air, wallie up to the roof and grind the edge to collect a cool $50. Not bad for a quick trick.

Post-Tape Rooftop Ride

Once you get up to the roof, where the Secret Tape is, you can continue to do tricks high above the campus for cash and points. Grind the horizontal flagpole, collect more money and drop into the Carlsbad area.

Crash and Cash In



You'll find a lot of money high above the schoolyard. From the start, go off the kicker to the right, wallie above the bell and leap up to the roof. Keep your speed up and ride.

Not long after you reach the roof, you'll get to a plate-glass window at the edge of the building. Ollie and crash into the glass. You'll bust through and land on another roof.

When you center yourself on the ramp and ollie over a transformer box, you'll be in line to grind on a wire between buildings. Cash awaits you there.

When you get to the last one in the series of rooftops, veer left and ollie big off the far corner. If you catch enough air, you'll also catch some cash on the way down.

MARSEILLE

The first competition level challenges you to show your skills by going against a field of pros. There are plenty of quarters to ollie from if you want to demonstrate vert moves and lots of lips and rails for grinding moves. Your best two of three runs will count. A Bronze Medal or better unlocks the next level.

Cash after Competition

You'll find a lot of cash in the air above the Marseille competition course. After you get the Gold, Silver or Bronze Medal and unlock the NYC level, enter the competition again to clean up on cash. You'll have to ollie, grind and ollie again for the lofty money.

NY City

You'll take on the Big Apple by night, when the only traffic to contend with is the occasional cab. New York City is the ultimate street course, with plenty of rails, short walls and benches to grind. You'll also find quarters and walls on which to show off your vert moves, but they're few and far between. If you go out of bounds, you'll be transported to an inbounds area.

Token Tricks

The five Subway Tokens are spread out and difficult to collect within the time limit. Get the one off the rock that is left of the starting point first. You'll need big air to grab it.

Third Rail Power Trip

When you veer slightly to the right from the start, you'll see the structure that holds the ramp to the subway rails. If you collected the tokens, you can enter.

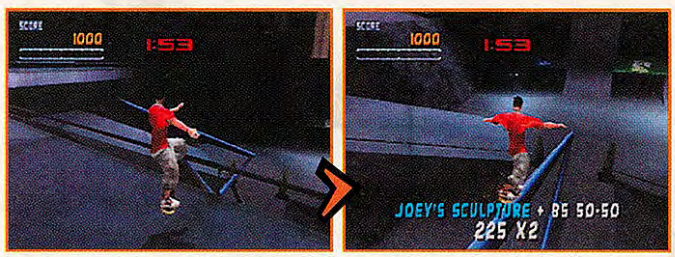
Turn left when you get to the top of the ramp and skate along the train platform. Then turn around, ollie and aim for one of the subway rails. The griding begins.

You'll satisfy the rail-hopping goal requirements with a series of ollies and grinds on the subway rails. Keep going until you have accomplished the goal.

Bridge to the Bricks

Once you have opened the subway, you'll be able to ride easily to the brick park area. From the starting point, skate straight until you reach the wall. Turn left and look for a pipe that is leaning against a brick wall. It appears only after you've been on the tracks. Grind that pipe to the top of the wall and continue on to the park.

Masterpiece Theater



You'll be able to accomplish the task of grinding on Joey's Sculpture quickly after the start. Veer right, under the subway track, and aim for the high point of the triangular metal modern art. Ollie over the edge, perform a 50-50 grind on the sculpture and ride down to the ground. You'll get a big reward for a fairly easy trick.

Take It to the Tape

The Secret Tape is high above ground level. To begin your ride to the prize, grind the rail up to the top of the brick wall and turn right.

Follow the freeway on-ramp while grinding the side to pick up speed. As you reach the end of the ramp, move to the right.

The freeway is not complete. When you get to the edge, grind the rail that connects the concrete structures. It's a long haul.

When you get to the concrete brace, the rail that you're grinding will disappear. Ollie over to the rail on the left and keep grinding.

The second rail on your grinding odyssey will lead you to the Secret Tape. Your superior grinding balance will pay off!

VENICE BEACH

The Venice Beach course is pure fun with a ton of quarters that will allow you to show off your air moves—go big, go vert. You'll even ollie off one quarter and land on a different quarter in several places while fulfilling one of the level goals. The course has a lot of nooks and crannies. Take a few practice runs to explore the area before you go for the goals, cash and points.

A Moving Obstacle

There are five "Magic Bum" locations, each marked with telltale cardboard. The sleeping man on the cardboard moves from one location to another after you ollie over him. He always follows the same pattern. You must ollie over him in each location to accomplish the goal.

Sky-High Skillz

The four VB Gaps take you from one quarter pipe to another, over wide obstacles. Before you attempt to go airborne on the gap quartet, you've got to pump up your Air stats.

Tape at the Top

You're going to go high on your way to the Secret Tape. Gather speed and use the ramp near the start to ollie onto the building.

On your ride across the roof, ollie off the edge of one building and onto the next building by cutting over the open corner.

Ride to the quarter pipe-like edge of the building and perform a trick to gather speed. Then cross the Sick Roof Gap to the center.

When you're at the highest section of the roof, perform some tricks off the quarter to bring your speed to the max—flashing yellow.

The Secret Tape will be floating over a wire. Hit the closest ramp and perform a Boneless to catch the really big air. You'll get there.

SKATESTREET

After you conquer the concourse near Venice Beach, you'll enter a competition on the popular Skatestreet course in Ventura. The course features slopes-a-plenty—some for jumping across gaps, some for straight-up vert moves. As is the case in Marseille, there is a lot of cash in the air. Go on a mission for the money after completing your medal rounds.

High-Wire Grind

The wall that features the big arch, straight ahead from the starting point, is one of the phattest walls you'll face. Ride up the wall from the quarter at the base and grind to the left at the top. When you get to the edge, ollie over to a high wire and grind again. When you return to the ground, you'll see an opening to a new area.

Another Area

At one end of the huge halfpipe on Skatestreet, there's a curved rail at the top. When you grind that rail, you'll open the Van Secret Area. The area features the Day Tripper Gap for big points.

Go for the Gold

The shorter the time between tricks, the more points you'll get. If you're good on vert moves, go into the bowl, build your meter and pull off a line of special moves. Big points!

Philadelphia

The streets of Philadelphia are ripe for a wild ride. Among the tricks that you will perform are draining a fountain, collecting five Liberty Bells and bluntsliding an awning. There's a funky skatepark with a lot of curved obstacles on the other side of a chain-link fence. You can knock over the fence by grinding one of the supports near the end of the road.

Secret Tape Fountain Flight

The Secret Tape floats over a wire high above the huge circular fountain. Ride up to the bank that is at one side of the fountain and look for the wire at the corner. You'll need speed and balance to make it all of the way to the tape. Keep going for bonus cash.

Play at the Park

Once you knock over the fence that protects the skate park, you'll be able to accomplish the task of performing lip tricks on four different lips. The key to doing lip tricks is to hit the buttons as soon as you reach the top.

The Bullring

Viva Tony Hawk! The Bullring is a skater's paradise, complete with ultra-high ramps and a full loop. A bull charges through a run that goes around the edge of the ring. If you drop into the bull's area, you will stand the chance of being flattened. Go counterclockwise and ollie off a bump to get out of the area and back into the center of the ring.

Wire the Cash

There is a lineup of cash floating above a very high wire in the center of the bullring. You'll need a lot of speed before you can attempt the ascent.

When you do a bunch of tricks and gather your speed, grind the Takin' the High Road wire, then ollie and grind on the Into the Stands rail.

When you're in the stands, ride the perimeter and do tricks on the outside quarters to get your speed up again, as speed is key for the next move.

When your speed is topped out, aim for a ramp to the inside of the ring and ollie as high as you can. If your aim is right, you'll head for the high wire in the middle.

Once you're on the wire, grind as far as you can. You'll gather up several wads of cash, each one worth a whopping $250. That's mucho dinero!

Fly to First Place

By now you know that the key to winning any competition is stringing together big tricks. Stick to the monster halfpipe in the center of the ring, gather speed and put together as many special moves as you can. Concentrate and remember to aim for the lip of the halfpipe.

Ring around the Bullring

If you're feeling adventurous, you can take your chances with the bull and search for cash in the run around the ring. The bull moves counterclockwise, which means that you should, too. If you're fast enough, you may never face the bull.

Roll with It

Tony Hawk's Pro Skater 2 is easily the greatest skateboarding game of all time. There is no equal to the Hawk franchise. It may take you a while to learn to be a champion, but every step of the way is fun, even the monster spills.

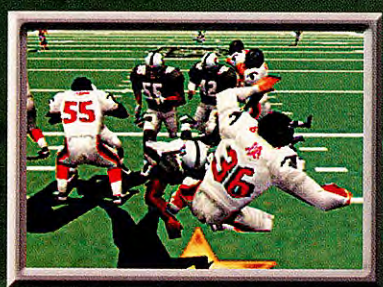
EA SPORTS™

MADDEN NFL 2002

EA Sports rushes onto the field this fall with the best Madden football game yet for the N64. Whether you're a die-hard NFL junkie or a casual couch quarterback, Madden 2002 is a sure touchdown for every fan.

PIGSKIN HIT PARADE

Fans of the Madden football series will recognize the familiar format and controls of the other hit games in Madden 2002. Players will be pleased with the game's added depth, its realistic computer A.I. and loads of different hitting animations, which add a greater sense of realism to a series of games that is best known for its easy-to-master play control. The familiar Madden Franchise and Season, Exhibition, Custom League and Tournament Modes are present, as is the innovative Two-Minute Drill Mode from Madden 2001. The best new feature is Classic Madden Mode, which recreates the original John Madden Football game for the Super NES.



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MADDEN-ING MODES

Training

Training gives you a chance to practice various formations and plays. Direction arrows show you where each player will move during the play. A description of the strategy behind the play also appears to assist you. You can practice any team's plays in Team Practice.

SPLIT BACKS - OFF TACKLE
TOTAL TOKENS 0
AFTER GETTING THE HAND OFF, THE RUNNING BACK HAS TO FOLLOW HIS GUYS TO THE OUTSIDE AND TURN IT UPFIELD WHEN HE SEES A CLEAR RUNNING LANE.
ACCEPT

Exhibition

Exhibition Mode is designed for quick pickup games. You can control any of the teams in the NFL, including the expansion Houston Texans, at any stadium in the game. This mode is the best one to use for honing your game skills. It doesn't keep statistics but it gives you the feel for the competition, unlike Training Mode.

Quick Start

In Exhibition Mode, you select any two teams to play against each other in any NFL stadium. The quick-starting mode is great for casual competition, testing new plays under game conditions and for scouting out the next oppontent you will be facing in Season Mode.

Season

Season Mode remains largely unchanged from previous installments of the Madden series. In this mode, you'll take your favorite team through the grueling NFL 2001 season. If you make the cut, you'll play in the NFL playoffs and right on through to the Super Bowl.

16-Game Gauntlet

The schedule you play in Season Mode is the same 16-game schedule you'll see actual NFL teams playing in the coming 2001 football season. The playoff tree employs the same format that the NFL uses, so the experience is nothing short of authentic.

Franchise

Why stop the action after only one season? In Franchise Mode, you can guide a team through several years of NFL life. Try keeping a contender in the running, or build a lesser franchise into a champion. If you do a less-than-stellar job, however, the team can (and will) get rid of you.

Houston Texans

In the 2002 football season, the expansion Houston Texans franchise will begin playing in the NFL. The Texans, along with their new uniforms, logo and stadium, are available when playing in Exhibition, Custom League, Tournament and Situation Modes.

Custom League

If you've ever wanted to pit several human-controlled teams against each other without having to play an official NFL schedule, Madden 2002 gives you the chance to do so. With Custom League, you can make your own league with up to eight player-controlled teams that play either a Round Robin or Double Round Robin schedule.

Fantasy Teams

Don't like the players on your favorite team? When you play in Custom League Mode, you can choose to hold a Fantasy Draft to customize your team. When using the Fantasy Draft option, every player in the NFL becomes available to draft, and the teams in the Custom League take turns selecting players.

Multiplayer

What's a football game without a little competition between friends? Up to four players can play in any game and in any mode. All four players can play on the same team, or compete against each other on opposing teams.

Team Play

In multiple-player games, gamers can control all 11 positions on the field. With two human players on the same team, try playing with one player as the quarterback and the other as the receiver. Teammates might also consider assigning ball carrying duties to one player and blocking duties to the other.

THE OLD CHALKBOARD

TACKLES TO TOUCHDOWNS

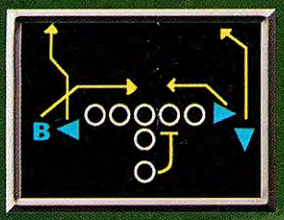
Putting together a great play book in Madden 2002 can be a daunting task. With dozens of available offensive and defensive plays, coming up with stellar combinations can seem like a matter of trial and error. With a little practice, however, you'll be breaking NFL coaching records in no time.

Coaching Records	
Wins	Chicago
Playoffs	Miami
Playoff Wins	Dallas
Super Bowls	Miami
SBowl Wins	Pittsburgh

OFFENSE

Whether trying to shock the defense with a quick score or to convert that third and long, fans of the West Coast Offense and the Vertical Stretch can use these plays against many defenses.

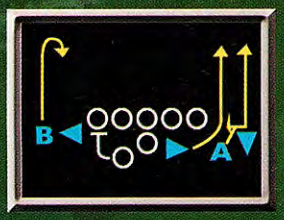
Single Back - Normal



Crossings

This play works well against a defense that's blitzing the middle, since both receivers will cross into the open gap left by the linebackers. You'll need an accurate passer to avoid throwing behind the receiver for an interception.

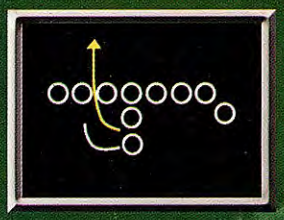
Split Backs - 3WR



Zigzag

If you have excellent receivers or an accurate quarterback with a quick release, like Peyton Manning or Kurt Warner, use the quick-hitting Zigzag play to surprise a defense that's laying back for the long ball or blitzing the run on first down.

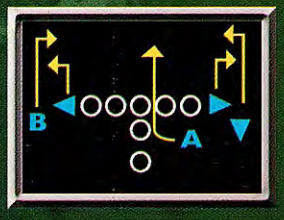
Goal Line



FB Dive

What better way to surprise a defense than by giving the ball to the often underutilized fullback? This play is great for cranking out the short yardage, especially if you have a powerful tank of a fullback like Mike Alstott.

Special - Punt



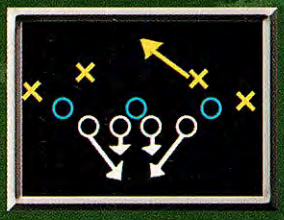
Fake-Punt Pass

There's nothing better for catching a defense snoozing than one of the original rope-a-dope plays, the ol' fake-punt pass. Use this play when it's least expected to maximize its effectiveness.

DEFENSE

If you're itching for a brutal quarterback sack or a key interception, the plays below should work well against most offensive schemes. Playing defense aggressively is best. Afterall, sometimes the best offense is a good defense.

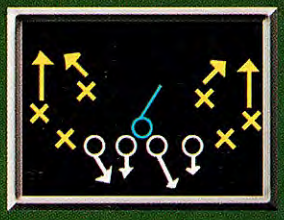
4-3



Man Lock

The Man Lock drops the safety deep to cover any receivers flying downfield, while the defensive linemen aggressively push upfield. The linebackers hold in their gaps but can be sent into the pocket for added pressure.

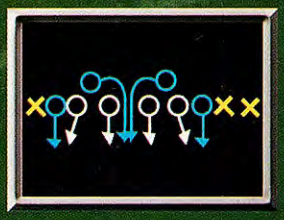
Dime



Prevent

If you have a big lead or you know the offense is going to try to stage an aerial assault, use the Prevent play to take away the big gain. Having a good group of defensive linemen that can put pressure on the quarterback is a major plus.

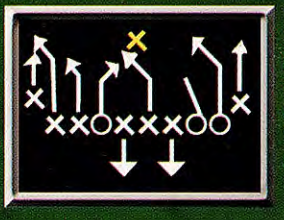
Goal Line



Blitz A

This play should be accompanied by bugles and a chorus of "charge!" Running the Blitz A really brings the house, as every front-line defender blitzes into every gap, while the corners play tight man-to-man coverage against receivers.

Special



PR Sideline

Use the sideline to your advantage with this play, which has all the blockers driving would-be tacklers away from the straight path along the side. A good return man will pick up great yardage.

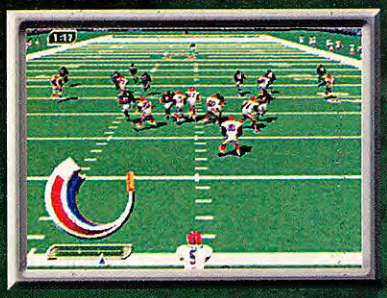
TWO-MINUTE DRILL NP

Hone your skills for that last possession when the game is on the line. In Two-Minute Drill Mode, you can practice your skills while moving the ball in the last, pressure-filled minutes of a game. You'll be awarded points for yards, first downs and touchdowns so you can compare how effective you are with different teams.

NEW UNDER THE HELMET

Getting Your Kicks

Fans of Madden 2001 will recognize the kicking meter, which is similar to the one in the previous version of the game. The difference is that in Madden 2002 you can direct your kick and determine how powerful it will be before the ball is snapped so the kicking is less of a hassle.

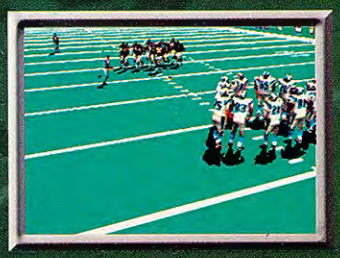


Kicking Meter

When kicking or punting, watch the green direction meter at the bottom of the screen to aim your kick. Stop the curved power meter when the red bar is at its highest point to deliver a truly booming kick.

I Want a Do-Over!

If you've ever wished you could go back and make that one missed tackle or if you have ever thrown into triple coverage and wished you hadn't, you'll appreciate the new Mulligan option. If you want to run a down again, you can select Mulligan from the Pause menu to replay the down.

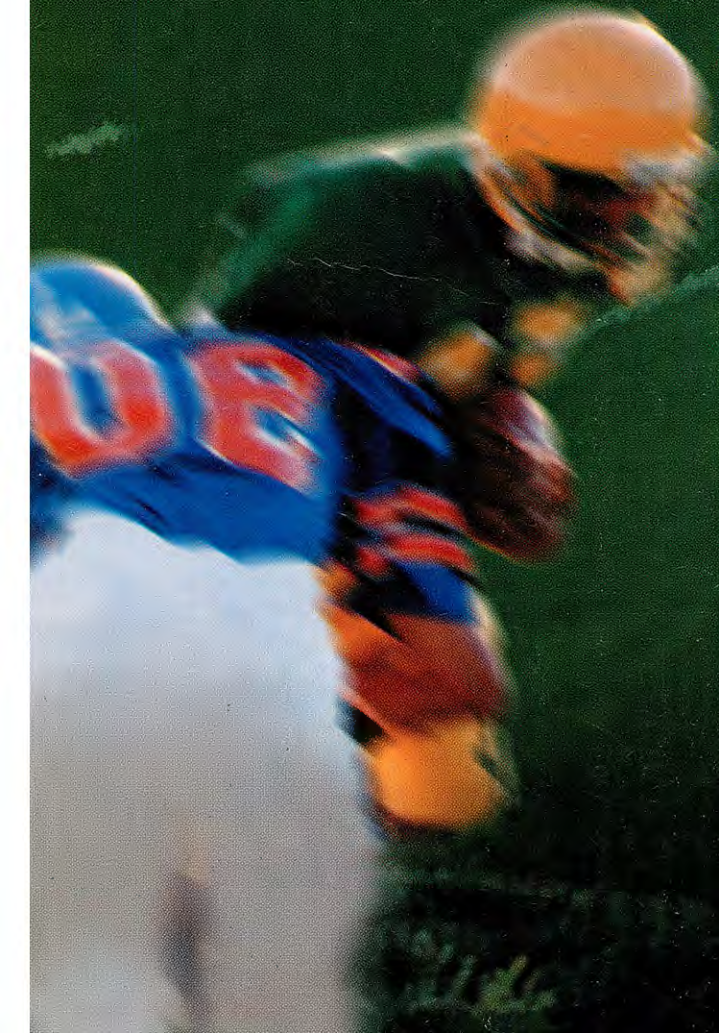


Collectible Cards

The Madden Cards return from the previous version of the game with updated pictures and graphics. To get cards, complete various tasks in the games. For example, passing over 30 yards or holding your opponent to less than seven points for an entire game earns you tokens. Use the tokens to buy new packs of Madden Cards for your collection.

Card Books

You will be able to keep a whole book of up to 300 Madden Cards as you earn more and more tokens. With that many pages, you'll be able to show off your Brett Favre or Marshall Faulk. You can also trade Madden Cards between two different Controller Paks.



The Good Ol' Days

With the Madden Classic feature, you can take a trip down memory lane and experience the very first John Madden Football game for the Super Nintendo Entertainment System. The classic version of the game is true to the original but it has updated rosters.

POST-GAME WRAP-UP

The best was certainly saved for last in the latest installment of the Madden franchise for the Nintendo 64. While keeping most things intact from Madden 2001, Madden 2002 improves on its predecessor and shows its staying power with in-depth stats, a variety of modes and easy-to-master play control. Madden 2002 is definitely a Nintendo 64 Hall of Famer.

JOIN THE FIGHT!

Picture yourself as an

ADVANCE WARS

Commanding Officer!

The Orange Star Army

Needs YOU!

ENTER TO WIN!

Grand Prize

Your picture here

One grand prize winner will receive an **original, framed illustration** of himself or herself as an Advance Wars character. The illustration will be **signed by the game's design team** at Intelligent Systems.

The winner will also receive **4 Game Boy Advance systems, 4 Advance Wars Game Paks** and **3 Game Link Cables** for four-player combat action. Since you can't go to war without the proper gear, we'll also include **4 special-issue caps** with insignia from the four different armies in Advance Wars.

Second Prize

25 second prize winners will head to the front with one **Advance Wars Game Pak** and one **Advance Wars army cap**— specially designed to repel the advance of sunlight on your face.

Third Prize

50 winners will await their draft notices in patriotic **Nintendo Power T-shirts.**

YOUR VOTE COUNTS

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

FILL OUT THE CARD AND SEND IT IN! WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!

Official Sweepstakes Rules

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out the Player's Poll entry form or print your name, address, telephone number, age, Parent/Legal Guardian's signature if you are under the age of 13, and Advance Wars on a 3" x 5" postcard, and mail the entry to this address:

NINTENDO POWER
PLAYERS POLL VOL. 148
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 10/1/01 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 10/15/01, winners will be randomly drawn from all eligible entries by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 11/15/01. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 10/15/01) a list of winners, send your request to the address above. VT residents may omit return postage.

Grand Prize: One (1) entrant will receive a Multimedia illustration of him/herself as an Advance War character, four Game Boy Advance video game systems, four copies of Advance Wars for Game Boy Advance, three Game Link Cables, and Orange Star, Blue Moon, Green Earth and Yellow Comet Hats. Approximate Retail Value (ARV) of Grand prize package is $2,200.00. Second Prizes: Twenty-five (25) entrants will each win one copy of Advance Wars for Game Boy Advance and an Orange Star, Blue Moon, Green Earth or Yellow Comet Hat, ARV: $65.00. Third Prizes: Fifty (50) entrants each will win a Nintendo Power T-shirt, ARV: $10. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright (c) 2001 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

LARA CROFT TOMB RAIDER®

CURSE OF THE SWORD™

Lara Croft's adventures take her from the rooftops above the city to the caves underneath the jungle in Activision's Tomb Raider: Curse of the Sword for Game Boy Color.

From Bad to Curse

The world-famous tomb raider, Lara Croft, is visiting her friend Jane at the New York Museum of Antiquities when an ancient sword is stolen. She tries to apprehend the thieves but is unsuccessful. As the thieves make their getaway, they slash Lara with the sword, cursing her and binding her to the sword's fate. As Lara Croft, you must follow the thieves' trail to recover the sword and put an end to the curse.

EVERYONE E CONTENT RATED BY ESRB

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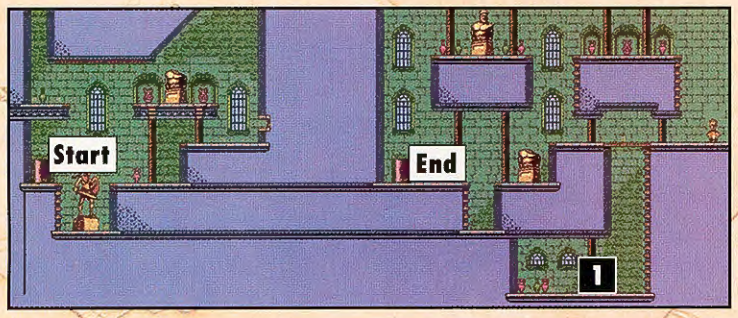
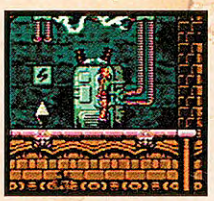
$	Dollar Bills
R	Recharge
L	Land Mine

Museum

Like nearly every area in the game, the museum is very large and labyrinthine in its complexity. Pay attention to where you have already been and watch carefully every time you pull a lever. Use the early stages of the level to test out Lara's many movements, especially her jumps.



Power up the Elevator



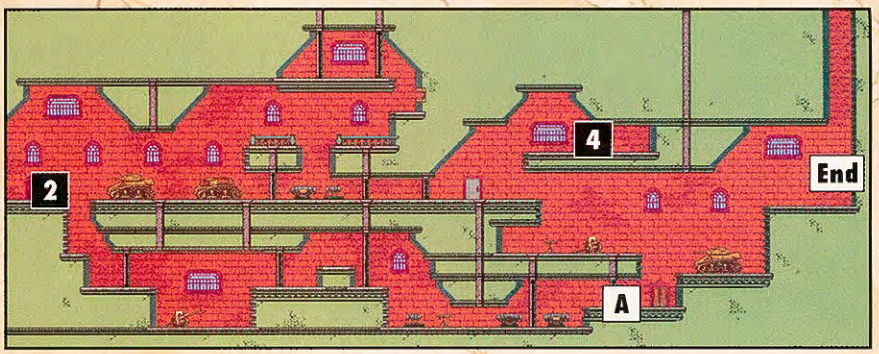
Pick up the key near the top-left of the building, then open the door next to Jane. At the end of the hall, near a save point, hit A to turn on the generator that powers the elevator.

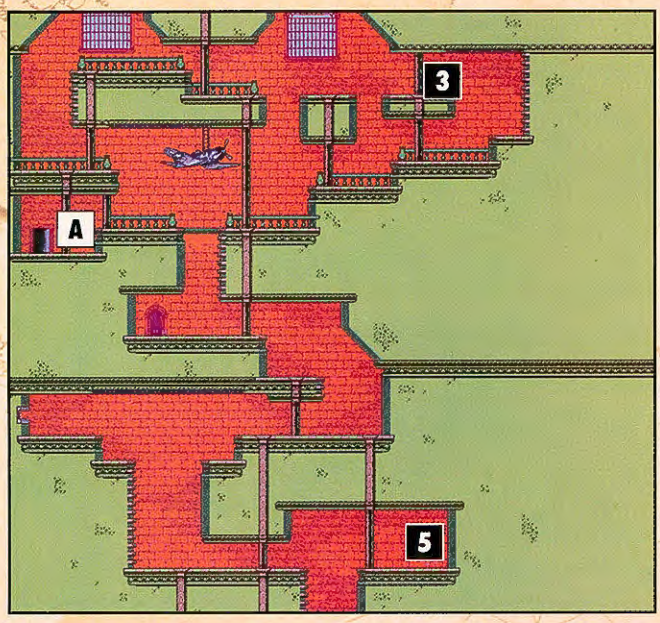
1 Return the Shield

Take the elevator up to the second floor. Pull a lever, find a key, open a door and climb many ledges to reach the point marked 1 on the map. Pick up the shield, then return it to the middle statue to reveal a lever to the left. Pull the lever.

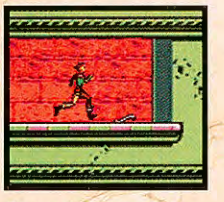
2 Cannonballs

Take the elevator to the third floor. Go to the left on the bottom level, then climb up to point 2 to reach the cannonballs.





3 Crowbar

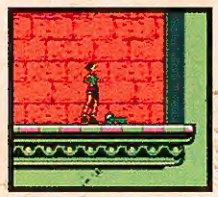


From the cannonballs, jump to the right, walk past the tanks, then climb up to pull the lever. Walk through the newly opened area to pick up the crowbar at point 3.

4 Door Key

From the crowbar, drop down to the left, then drop to the right. Use the cannon to shoot the guard. Pull the lever where the guard was, then climb up the ladder to find the door key and your guns.

5 Fire Exit



Go to the metal door marked A on the map. Use the crowbar on the airplane to drop a bomb on the floor. In the area marked 5, you'll find the fire exit key, which allows you to leave the level through the fire exit.

Rooftops NP

You have five minutes to run across the danger-ridden rooftops to the men who are escaping with the sword. Work quickly but carefully to get to the end of the area—you'll probably have to try it a few times before you'll navigate the jumps, steam pipes and other obstacles successfully.

Shoot at the Helicopter

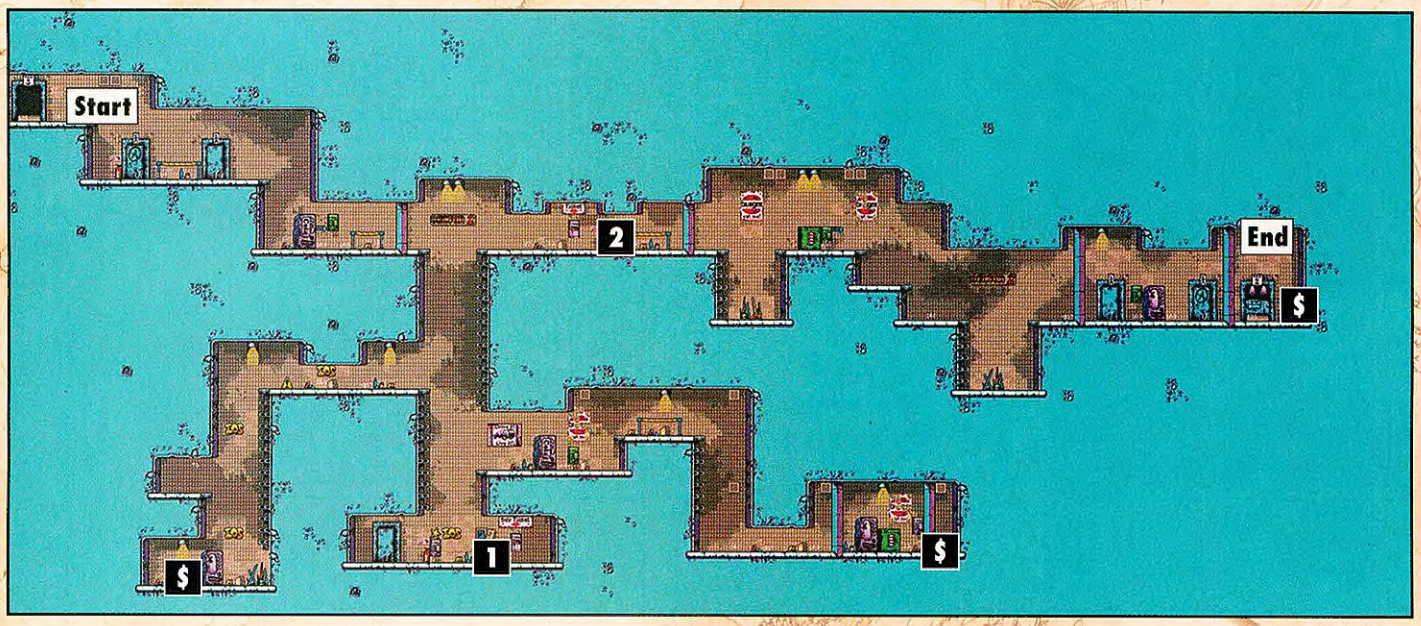
The helicopter moves back and forth while you shoot at the man hanging from the ladder. Avoid the bombs he throws while you try to get a few good shots in. In the end, Lara will be cut with the sword and afflicted with its curse, and you will have to pursue the criminals in the hope of ending the curse.

Subway

The dirty, gray passages of the subway conceal more dangers than the pristine hallways of the museum did. You must search for several items outlined below to get through the level. Your search will even take you underwater. You'll have to do a bit of backtracking in each of the subway's areas to locate all of the items, and once you open all the areas in the level, you'll discover that many of the areas are connected to each other in odd, tricky ways.

$ Dollar Bills

You need to locate three dollar bills to purchase a ticket for the train. The locations of the dollar bills are marked on the map below. There isn't one set path to follow—just be sure to get them all.



1 Purchase a Ticket

After you've located all of the dollar bills, head to the area marked 1 on the map. Take care when walking through the areas—large rats and sharp debris can cause Lara a lot of damage.

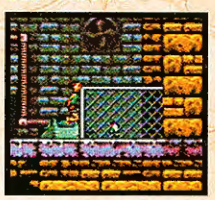
2 Use the Ticket

Climb up to point 2 on the map above and use the ticket to enter the next area. Remember that you have to either jump over or walk past the debris—if you run through it or land on it, you might get hurt.

Other Subway Tasks

The ticket you got in the previous subway level opens up a sub-level, where you'll need to find fuses. The items will allow you to gain access to rooms and get the train moving so you can exit the level.

Old Valves



Search the area for four old valves, then make your way to the squat machines at opposite ends of the hall with the Stores Door in the center. Place the valves in each of the machines then pull the levers to open the doors next to each machine.

Generator Key

In several areas past Platform 2, try rolling through metal vents and other low openings, even if they don't seem like pathways. Roll left into a gap in the brick wall to drop down to the Generator Key.

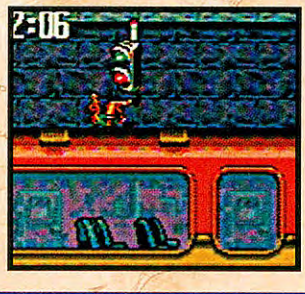
Gas Can

Swim through the submerged area past the door to the left of the Stores Door. Head down and right past the water pump to find the gas can. Fuel the pump to drain the water in some places and make it higher in others.

Train Lever

Beyond the Platform 1 door, swim through several underwater tunnels. Past the water pump and a save point, pick up some dynamite. A green arrow will point to the place where you should drop the dynamite. Go through the hole you make to reach the Train Lever.

Runaway Train

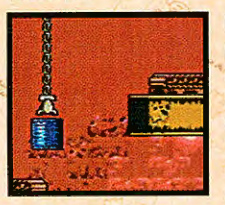


You have two and a half minutes to get to the first car of the train or it will crash. You have to move carefully from car to car. You can run through some cars, but you'll have to run atop others, ducking lights in the process. With practice, you'll make it through.

The Docks

Be sure to head right when you first enter the area to find the closest save point. If you don't find the save point early, you might have to redo the Runaway Train area. While on the right, shoot the anchor to open an underwater hole, and pick up the key to the wooden door past the crates.

Crates

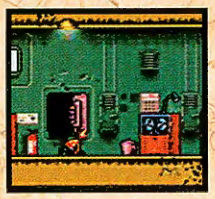


Beyond the wooden door, you'll move several crates from one conveyor belt to another by pulling levers to operate cranes. Place the crates so they push down on the switches to keep the doors and passages open.

Start and Stop a Fire

Use the Key Card to get the dynamite, then use the dynamite to get the Security Pass. Use the Security Pass to open the short, white door to the skybridge. Cross the bridge, then turn the valve to direct water to put out the fire.

Chemical Plant Key



Past the area where the fire was burning, search extensively to find three pieces of a code for a safe. Use the code to open the safe that holds the Chemical Plant Key. You should also pick up another Security Pass from a more easily opened safe.

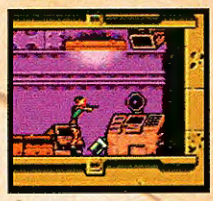
Toxic Air

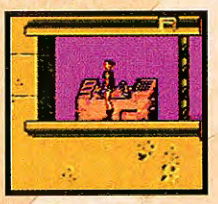
Poisonous gases fill some areas of the Chemical Zone. Stop at the white box with the red cross to fill up your health bar before and after you run through the thick magenta clouds of poison. In the next area, turn on the fans to blow away the poisonous gases.

Other Dock Tasks

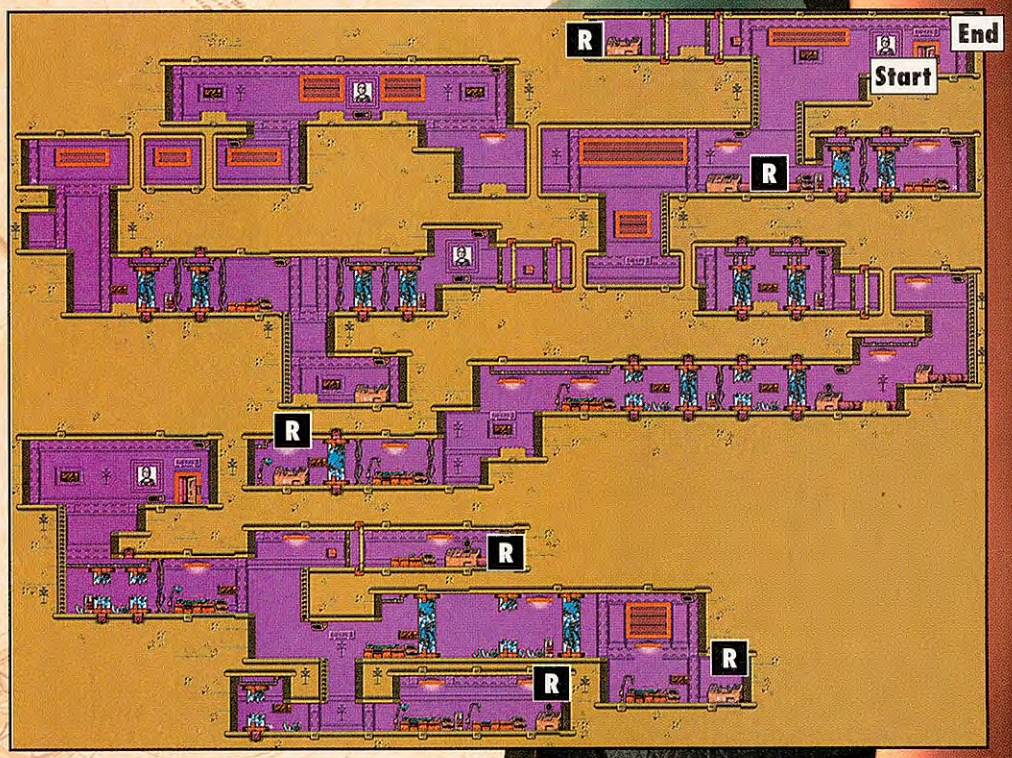
In the longest level of the game, you'll find security cards and an access code that will allow you to enter into recharge stations. Use the stations to recharge six empty batteries.

R Recharge Batteries





Be sure to pick up the six batteries. Three are in the Chemical Zone and three are in the area shown to the right. You have to charge each battery separately at one of the six recharge areas shown on the map.



Submarine

Guide Lara through the subaquatic maze to safety. You'll take damage each time you hit one of the mines. Move slowly and carefully. Some mines move toward you when you get near them. If you can, get in their vicinity, then stop. They will explode without moving near you if you wait long enough.

Jungle

There aren't many enemies roaming the jungle—aside from the stray tarantula or scorpion. The biggest dangers in the jungle are the dozens of chasms you'll have to jump and spikes you'll have to avoid. The jungle will test your jumping and scaling abilities more than your aim.

L Land Mines

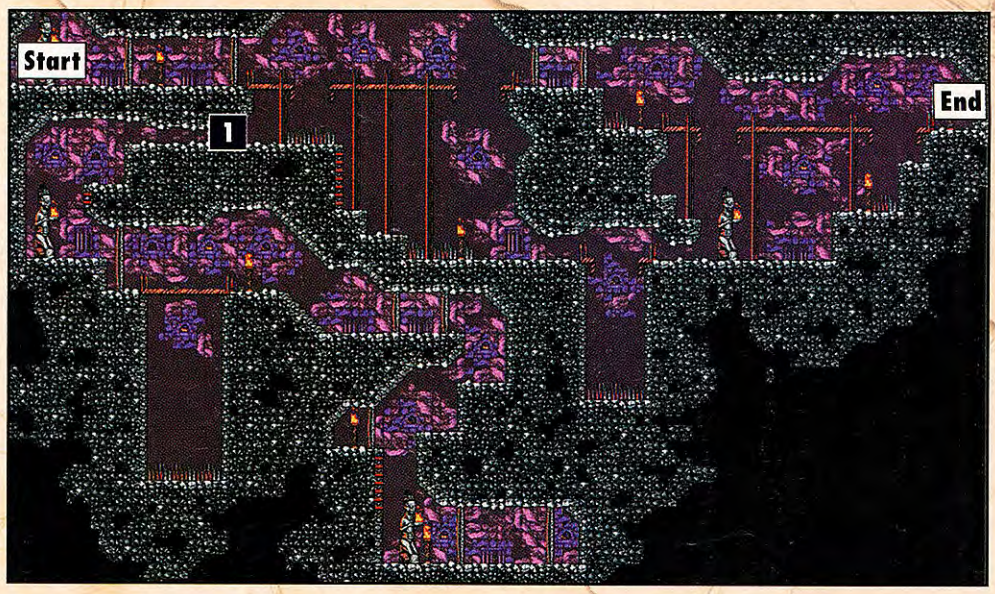
The small, silver land mines have flashing lights on them that you may mistake for the flashing of beneficial items. Jump over the mines to avoid damage. The map shows the locations of some land mines.

Broken Bridges

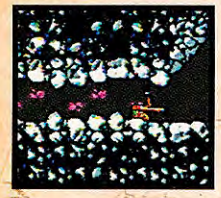
Try to jump across the gaps in the bridge. Most of the holes contain sharp wooden spikes, and you don't want to fall on them. There are a few good items under the bridge if you have the patience to backtrack for them.

Caves

The caves aren't very large, but there are plenty of tough jumps and tougher zombies to deal with as you make your way to the last boss. Always look past the next jump by walking up to the edge of a bridge or ledge and holding Start, then pressing Up or Down to see what's ahead.



1 Rolling Along



In several areas, you'll have to crouch then roll to continue. In some places, you'll have to pull out of your roll quickly so you doughnut-roll right off a ledge. Caution is a must in the caves.

Stock Up

The jungle and the caves are loaded with Medipaks and Small Medipaks for health and lots of ammunition for your gun and shotgun—load up while you can and save as often as possible, even if it means backtracking a bit.

The Final Battle

At the bottom of the caves, you'll meet up with The Bokor, an enemy who is able to disappear and reappear at will. Keep moving and run away from or duck his attacks. Shoot when you get the chance. This is the time to use all the Medipaks, shotgun rounds and speed bullets you've been saving.

Tres Jolie

Tomb Raider: Curse of the Sword is an enormous challenge. The levels are immense and complex, and Lara's many movements may take a while to get used to. While we've highlighted some of the toughest sections of the game, there are many great puzzles and secrets for you to discover on your own. If this summer's blockbuster movie has left you wanting more Tomb Raider action, give this Pak a try.

DRAGON WARRIOR III

"Hone your swords... the King is back"

— Nintendo Power
May 2001

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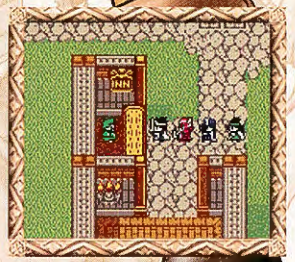
The powerful sequel to Dragon Warrior® I&II is here. Avenge your father's death and stop the Demon Lord from unleashing a torrent of evil that will destroy creation. You must discover the legend of Dragon Warrior.

A world awaits...



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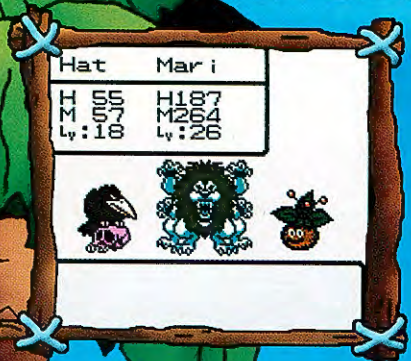

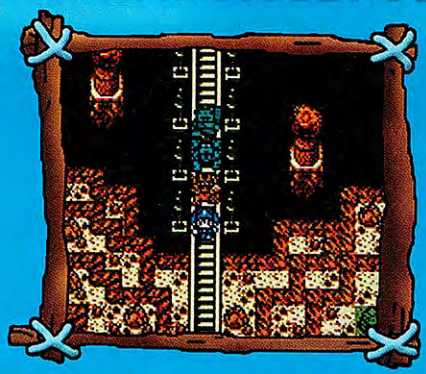

MONSTER A-GO-GO

Grab a Game Boy Color and hold on, because another entry in the Dragon Warrior saga is headed your way. Dragon Warrior Monsters 2, the newest title from Enix, pits you against a host of far-out creatures—the likes of which have never been seen before. You'll need to search for and build your own crack team of fighting monsters if you hope to prevent the island of GreatLog from falling into the sea.

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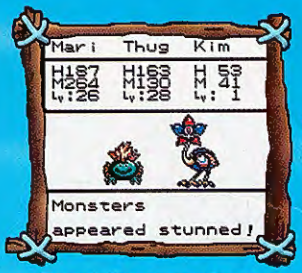
IN THE BEGINNING...

Dragon Warrior Monsters 2 is a sequel to the popular Dragon Warrior Monsters, which was based on the Dragon Warrior games for NES and GBC. DWM2 is being released as two separate games. The first, Cobi's Journey, puts you in the shoes of a young Monster Master named Cobi, while the second title, Tara's Adventure, lets you control his plucky sister, Tara. Though the two games have similar plotlines, there are many secret areas and hidden monsters that are unique to each game.

As Dragon Warrior Monsters 2 opens, a family is sailing toward GreatLog with plans to open a Monster Ranch of their own.

If you play as Cobi, Tara will stay at the new ranch and manage the monsters you acquire. If you play as Tara, Cobi will perform the same service for you.

Though the games have heroes of different genders, don't expect one adventure to be rougher than the other. Both titles deliver plenty of kicks.

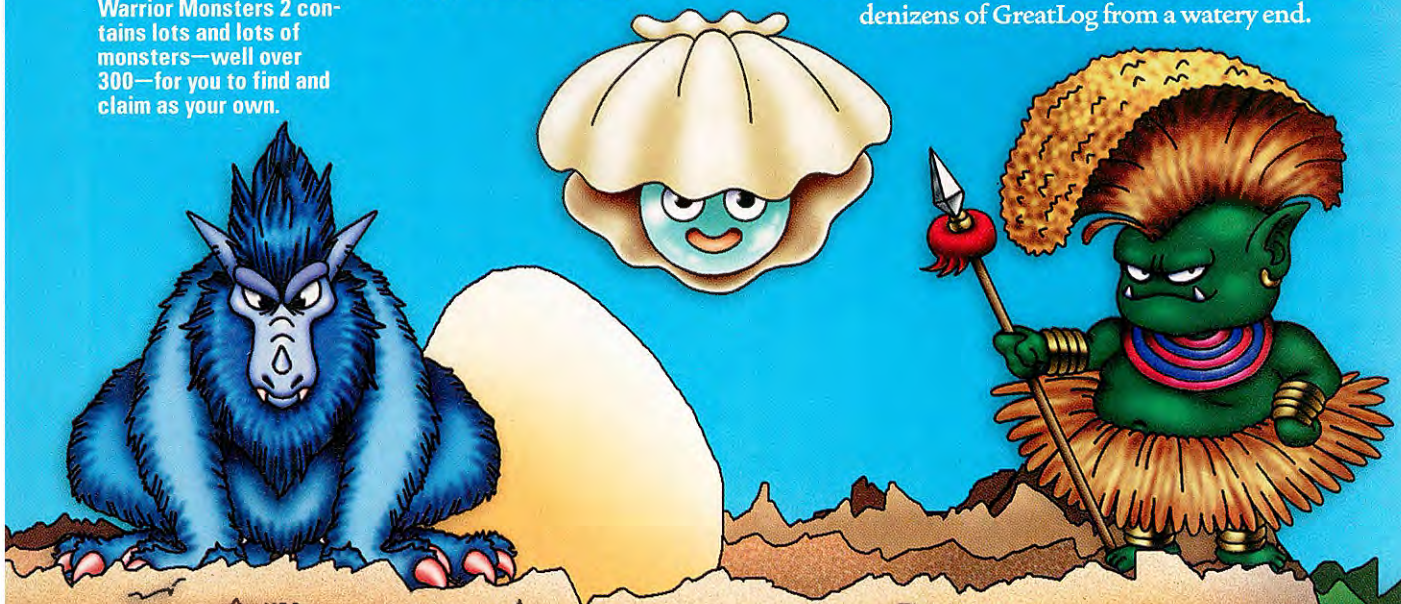


True to its name, Dragon Warrior Monsters 2 contains lots and lots of monsters—well over 300—for you to find and claim as your own.

Warubou, a fuzzy-headed monster, is your guide through the game. He'll also teach you new skills, such as surfing, flying and rock breaking.

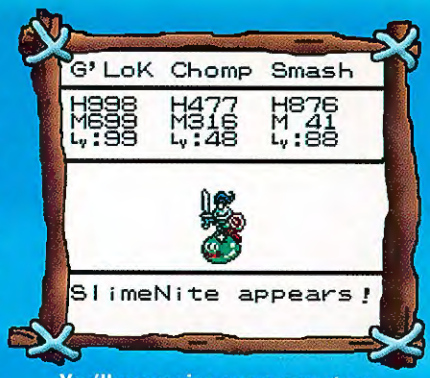
THAT SINKING FEELING

The Dragon Warrior Monsters 2 story revolves around an island called GreatLog which is slowly sinking into the sea. As an up-and-coming Monster Master, it's up to you to find a way to prevent GreatLog from becoming a modern-day Atlantis—which means you must track down a plug for the waterlogged island. You'll explore many strange worlds on your quest, including Ice World, Pirate World, forests, jungles and deserts. In addition to containing various plug-like devices, the worlds are home to hundreds of bizarre monsters. By capturing and training the monsters, you can build a powerful team of fighting creatures and save the denizens of GreatLog from a watery end.



CAPTURE A CRITTER

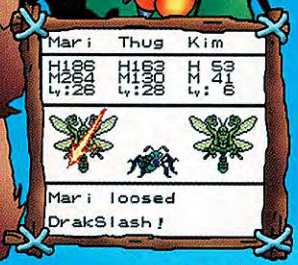
When you encounter monsters in the wild, you can either fight it or run away. If you choose to brawl, you can convince a wild monster to join your team by feeding it pieces of meat during the battle. All battles are turn-based, which gives you plenty of time to select the right move. And since your monsters do all the fighting, it's important to have creatures that are both powerful and loyal. You'll need to manage your monsters carefully to create a team with high stats, powerful skills and a low Wildness factor—which makes creatures more likely to obey your commands.



You'll recognize some monsters, such as Slimes, from the Dragon Warrior universe—but many are unique to Dragon Warrior Monsters 2. The sheer number of creatures is astonishing.

There are plenty of towns, dungeons and shops to explore. And unlike in the original Dragon Warrior Monsters, the dungeons' layouts don't change each time you enter them.

Many creatures fight with tooth and claw, while others learn powerful magic spells. Dragon Warrior fans will recognize some of the incantations, including HealMore, Vivify and TwinHits—but there are plenty of original enchantments to master, too.



Monsters gain Experience Points by fighting. Gaining EP lets your critters level up, learn new skills and increase their stats.

The Magic Key system makes getting around a snap, and it also drastically reduces the amount of time you spend plodding along from one town to the next.

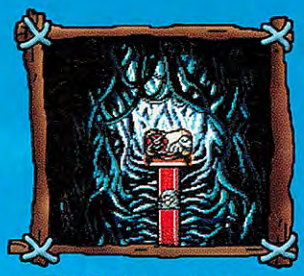
THE KEY AND I

To access new areas, you must search out Magic Keys. Once you have a Magic Key, you can use it to open a portal to another world. The first few keys you discover will all be identified by area, but later keys will remain a mystery unless you have them appraised. There are well over 20 keys to find and use, including some which can be found only in one version of the game and then used in the other. It's possible to complete either version of the game without finding every key, but the more keys you have, the more monsters you'll find.

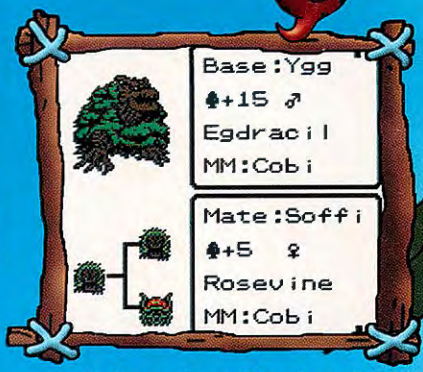
BREED ALL ABOUT IT

Why track down wild monsters when you can breed your own? Bred monsters attain higher levels than wild monsters, and they also obey your every command. To breed a pair of monsters, you must gain access to GreatLog's Starry Shrine and own at least one male and one female monster at Level 10 or higher. The amazing thing about DWM2 is that almost any creature can breed with any other creature—making for an incredible number of possible combinations. The original Dragon Warrior Monsters had 10 different family types (Slimes, Plants, Demons and so on), 200 original monsters and over 40,000 possible breeding combinations. And since DWM2 has 11 families and over 300 original monsters, well... you do the math.

If you breed two monsters you'll lose them both, so make sure the baby is a strong replacement. Professor Monster, the local breeding guru, will tell you what monster will emerge from a paring before you commit.



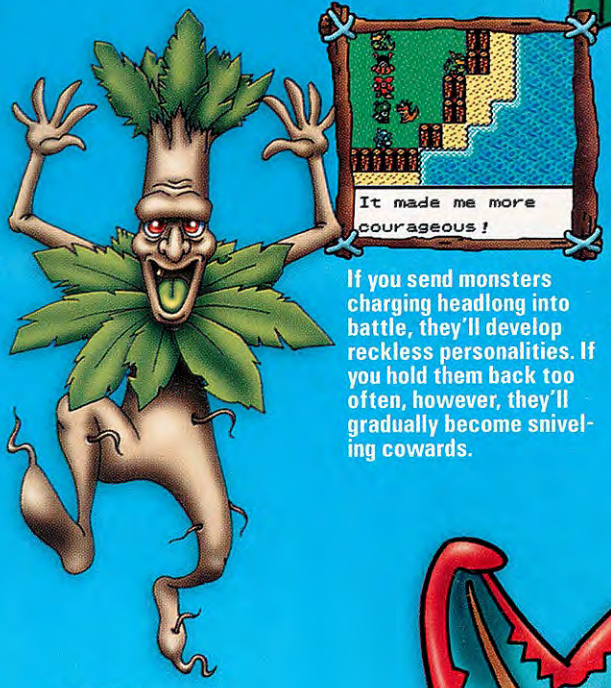
The first monster you choose for breeding is called a base monster, and it determines the baby monster's family. Bred monsters retain and/or learn skills from both parents, however.



Look for numbers, like +2 or +3, at the end of a monster's name. The higher the number, the more powerful your creature will become.

GRAB THE GOODS

It wouldn't be a Dragon Warrior game without lots of different items and personalities, and Dragon Warrior Monsters 2 has plenty of both. You'll collect a king's ransom in magical wands, rings, staffs and armor as you progress through the game. Some items control the tone of a monster's personality, while others influence stats and Experience Points. The personality system isn't as detailed as DW III for GBC, but it will determine how your monsters fight and how much they enjoy your company.

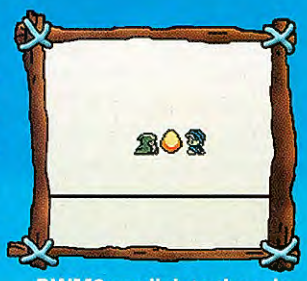


If you send monsters charging headlong into battle, they'll develop reckless personalities. If you hold them back too often, however, they'll gradually become sniveling cowards.

You'll lose items and half your gold if you are eliminated, so play it safe and store extra belongings at the GreatLog Vault.

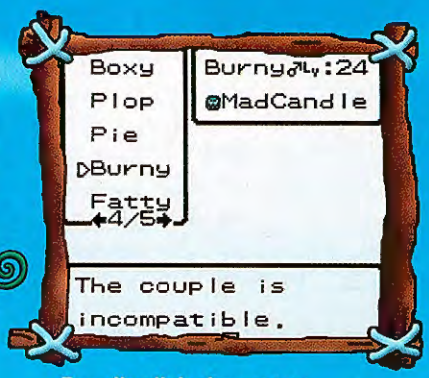
A LINK TO THE PRESENT

Since DWM2 is actually two games, it contains a number of linking features. You can get together with a friend and trade monsters or keys, or you can breed a pair of your favorite monsters. (Don't worry, each participant in a traded monster breeding receives the resulting critter.) You can also use the Link Mode to trade Dream Eggs. Dream Eggs are special eggs that contain very rare and powerful creatures, but they must be traded a number of times before they will hatch. And, finally, two players can link up and battle against one another in the Monster Arena, or else join forces and take on all comers. There are tons of prizes and secrets that you can unlock in each mode, including hidden keys and secret monsters.



DWM2 can link to the original DWM, so experienced trainers can bring their favorite creatures over.

There is a Monster Arena in the single-player mode, but you can battle with only a few teams.



Breeding linked monsters requires more finesse than going it alone. The monsters' personalities must match up, or they will refuse to breed.

If you choose to brawl with a friend, each of you must put up one of your own monsters as a wager. The winner of the battle takes the other player's monster home!

So many monsters, so little time.

MONSTER MAYHEM

Dragon Warrior Monsters 2 is a game with humor, action and almost unbelievable depth. With thousands of monsters to breed, dozens of lands to explore and a wide variety of linked game play options, it is as close as you'll get to infinite replay value. We'll have a beginning strategy article and a Now Playing review in next month's issue, so keep your Monster Ranch hopping and your Dream Eggs hatching, because DWM2 is on its way.

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GAME BOY a-GO-GO

GEAR UP WITH OUR GRAB BAG OF GROOVY GAME BOY GAMES!

THIS MONTH

- Gadget Racers
- Pac-Man Collection
- Final Fight One
- Snood
- Tang Tang
- Dracula: Crazy Vampire

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GADGET RACERS

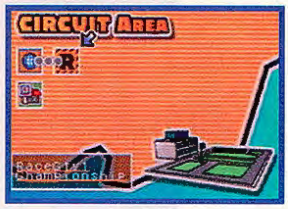
Build your cartoon vehicles from the ground up then race for cash on one of the toughest circuits around. Don't be fooled by the cutesy graphics—Takara and Conspiracy Entertainment have assembled a surprisingly deep racer from the spare parts of cart racers and more sophisticated sims. With dozens of cars and piles of parts to choose from, you'll be tinkering under the Game Pak's hood for hours. Your vehicles are gassed up and ready to roll, but everything else is going to cost money.

WAYS OF THUNDER

Once you create a character and select your initial vehicle, your racing career will be under way. You can also try a variety of Quick Races—some of them involving off-road vehicles, tanks and watercraft.

Body Building

You have six choices of body type when you begin racing. Don't get too hung up on which one you choose—it's what's under the hood that matters. As you start winning races, you'll be rewarded with new bodies to drape over the same car.



Circuit Performers

Start the circuit by choosing the first race. Win, place or show to progress to the next race and move one step closer to the circuit championship. You need to win gold to get better parts, and you need better parts to win. You've got your work cut out for you.

Tanks for the Modes

Try the White Snake Quick Race for some high-speed racing combat. Choose a tank with good acceleration—whenever you get hit, you'll come to a dead stop. The Coal Mine and Aquapolis courses also offer nice twists on the standard racing set up.

START SKIDDING

Unlike some racing games, Gadget Racers doesn't penalize you for slamming into opponents. The design of the courses actually encourages you to use opponents as bumpers.

Good to Go

Before you hit the gas, take a moment to look at the course layout and the lap records. You should also do a Course Check before you race. It gives you a tour of the course as it will look while you're racing.

A Healthy Sign

Pay attention to the warning signs that appear before curves. The blue signs indicate mild turns that require no slowdown. The yellow signs mean you should let off the gas a bit. The red signs signal a hairpin or tough switchback.

Master Your Momentum

Many courses on the circuits have brutal switchbacks—zigzags—that require preparation. Turn the opposite direction of the first turn to begin a sideways skid. As you come out of the slide, you'll be pointed in the right direction for the next turn.

That Bump Can't Be Good

When you're behind another car, try to avoid contact with its rear bumper—you'll slow yourself down and give your competitor a boost. Bounce off other cars only on sharp turns to push yourself in the direction you need to go.

Gifts for Gearheads

You'll receive bonus items as you progress through the circuit courses. Usually you'll get a new car body—which is nice, but it really doesn't do anything for you in the races. Change your car bodies in the Garage.

GET THE GOODS

Purchasing parts is the key to success in Gadget Racers. Head to the Parts Shop as soon as you have enough gold to improve your engine or your steering. You'll see immediate improvements in your racing performance.

Toys for Tinkering

Keep going back to the shop as you progress through the circuit. You'll find new items available for purchase. Spend your gold wisely. It may be a good idea to save up for something big—like a new engine—instead of spending your money immediately.

Swap Meet

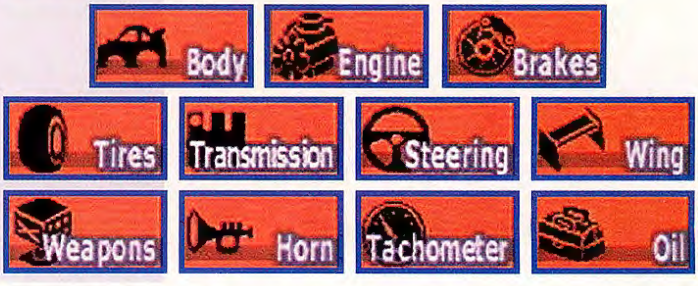
As you purchase newer and better parts, you'll still have the old parts lying around. Don't let them collect dust. Sell them back to the shop for extra gold so you can buy more new stuff.

PERFECT THE PACKAGE

The Garage is where you fine-tune your vehicle for upcoming races. Remember to equip an item in the Garage after you buy it in the Parts Shop.

Swollen Stats

The Garage menu screen shows you a breakdown of your car's capabilities. When you select an item in your inventory, the display will show your current stats and also how your stats will change if you equip the item.



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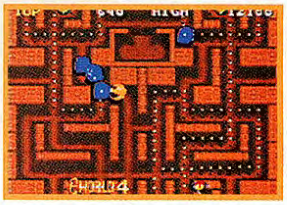
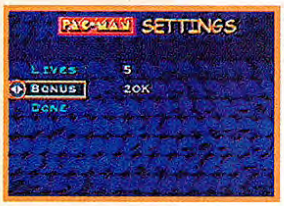
DOT COMBAT

If you were bemoaning the fact that the original Pac-Man wasn't included on Namco's excellent GBA version of Museum, you can stop complaining. Pac-Man Collection includes both the scrolling and full-screen versions of the maze masterpiece, plus three new games that star the ravenous round renegade. Two of the new games are nifty twists on the classic. Pacmania offers a detailed 3-D world to explore, while Pac-Man Arrangement adds new power-ups, new enemies and multilevel mazes to the equation. Pac-Attack is a ghost-chomping puzzle challenge.



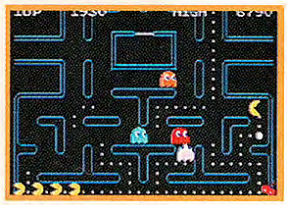
PAC-MAN

There's a reason that Pac-Man became a cultural phenomenon in the 1980s—it's an ingenious, addictive game. Many people will pick up Pac-Man Collection just to relive the classic struggle between ghosts and an abstract eating machine.



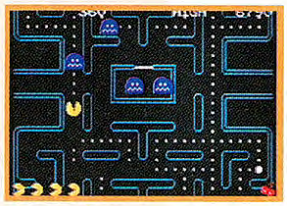
Postpone the Inevitable

The arcade machine didn't give you many options in Pac-Man, but the GBA version allows you to adjust the number of lives you'll receive and the required number of points for bonus lives.



Chow Down, Up and Sideways

Pac-Man isn't a very complicated game. Steer your little yellow eating machine around the maze to gobble up dots. Avoid the four ghosts that relentlessly pursue you.



Payback Pellets

Four Power Pellets in the corners of the maze will turn the ghosts dark blue and vulnerable for a short period of time. Try to eat as many of them as you can, because you'll get more points for each subsequent ghost you consume.

PAC-MANIA

Pac-Mania literally gives you a new perspective on the classic. Resume your dot-chomping mission in beautiful 3-D mazes. You'll be able to hop over ghosts this time around, which helps make up for your limited view of the maze.

Juicy 3-D Treats

As in the original game, point-rich fruits will temporarily appear in the maze after you've eaten a set number of dots. In some cases, the fruit will eventually transform into a Power Pellet.

Hurdling the Hunters

Pac-Mania's greatest innovation is the addition of jumping to Pac-Man's bag of tricks—which previously included just one trick. As time passes in any given maze, your jumping ability lessens. In other words, don't assume you can jump ghosts at will.

Pellet Progress

As jumping will get only you so far, you should eat Power Pellets to repel and consume your enemies. The pellets come in different colors, but they always have the same effect on ghosts.

All You Can Eat

Try to attract as many ghosts as you can before you eat a Power Pellet. It may require you to jump over them. You'll rack up an impressive point total if you can eat four ghosts in a row.

Fast and Furious

The mazes in Pac-Mania get much more complex as the game progresses. As the game becomes more complex, it also gets much faster—as does the frantic background music.

PAC-MAN ARRANGEMENT

Despite its uninspired name, Pac-Man Arrangement represents an evolutionary leap in the game's classic formula. Its complex, multi-level mazes, shape-shifting ghosts and cool power-ups add up to a much more frantic game than Pac-Man or Pac-Mania.

Galloping Gourmet

The Pac-Dash Arrows that appear in some mazes will propel you through corridors at lightning speeds. If a ghost gets in your way after you are launched, you'll stun it. You'll also eat all of the dots you touch.

Tossing and Turning

Color-coded Warp Gates will throw you across the maze for a quick escape whenever you get into trouble. Be careful, however—you may leap to an area that's even more dangerous.

Munch Some Magic

There are a variety of pills and power-ups that appear randomly throughout the game. The pink power-up, shown in the screen shot, will temporarily trap all the ghosts in a brown sack.

High-Speed Haunting

Warp Gates won't help you as much in later levels of the game. Ghosts often follow you through to the other side. Don't let down your guard after you've warped.

Amazing Mazes

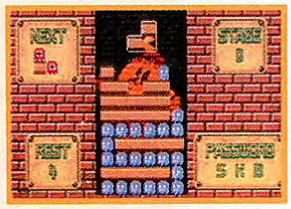
Some of the more advanced mazes in the game require thoughtful navigation. Stairs and Warp Gates can cause you to hesitate—a luxury you can't afford when the ghosts are chasing you at full speed.

Spirit Spectacle

In the first part of the two-stage boss battle, you'll need to avoid the small ghosts as you eat all the dots. In the second part, you'll fire blasts at the boss each time you eat a dot. Eat them all to win.

PAC-ATTACK

Pac-Attack drops the familiar yellow chomper into the even more familiar block-balancing world of Tetris to create a unique, new puzzle game. Once again, ghosts are out to spoil your fun and end your game. Line up the fluttering fiends so you can send in Pac-Man to devour them.



Buffet Line

In Puzzle Mode, you'll try to clear all the ghosts from the screen in as few moves as possible. As you complete each level, you'll earn a password, so you can start where you left off the last time.

Tasty Tunnel

After you've lined up the ghosts, you can release the Pac-Man into the trail of delicious blue ghosts. Don't let the block pile get too high, or you'll need to start over again.

Excellent Exorcism

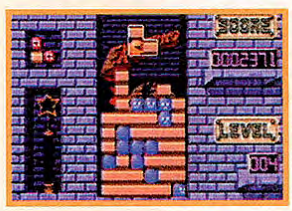
If you're really good, you can clear the level of ghosts with the first Pac-Man you receive. You'll get a commendation from the game each time you accomplish the feat.

Falling Food

In Normal Mode, you'll need to clear random block combinations for as long as possible. The game gets progressively faster, so you probably won't be able to survive for long.

Plan to Pac

Line up ghosts just as you did in Puzzle Mode, but don't take too long to make decisions. Try to eat as many ghosts as you can whenever you get a chance.



Packed behind Piles

It's easy to trap ghosts in pockets behind walls—particularly when the game speeds up in later levels. Try to leave your Pac-Man with a route to them, or your pile will get too close to the top of the screen.

The Dust of Doom

You'll build up gold dust in your Fairy Meter each time you eat a ghost. Once your Fairy Meter is filled, a fairy will appear on screen. Position her with the Control Pad so her spell destroys all the ghosts beneath her.

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STREET SCRAPPING

When Mike Haggar was elected mayor of Metro City, he vowed to crack down on the ruthless gang known as Mad Gear. Just as the former street fighter began his war on crime, Mad Gear launched a preemptive strike by kidnapping Hagger's daughter, Jessica. With the help of two seasoned street fighters, the public servant will set off on a private crusade in Capcom's classic street-brawling game for GBA. Fight your way through wave after wave of thugs in your quest to free Jessica and stamp out Mad Gear, once and for all.

READY FOR A RIOT

Final Fight is a 2-D fighting game that may remind you of Street Fighter, but it has simpler moves and a more complicated storyline. Set your options, select your fighter, then begin your sequential rescue mission.

Tough Trio

Select your fighter before you hit the streets. Guy is fast and relatively weak, Hagger is strong and relatively slow and Cody is well balanced. You can switch your fighter whenever you start a new game or use a continue.

Customized Clobbering

The Options menu allows you to adjust the game's difficulty level, set the number of continues and customize the button configuration. You can also listen to a sampling of the game's sound effects and music.

Track Your Progress

As you begin each level, you'll see your location on a map of Metro City. You'll have six lives to complete each level. If you don't make it, you can try again with a new character. When you run out of continues, your game will end.

STUFF IN THE STREET

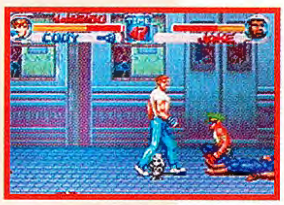
A resourceful street fighter always looks for whatever is handy to help him win a brawl. Enemies occasionally drop weapons that you can use against them. Stay on the lookout for invincibility and health power-ups, too.

Tools for Trouncing

Pick up knives, pipes and swords to increase the damage of your standard attack. You'll drop the weapons each time you take a hit—so you may need to pick them up again.

Snack Break

If you see something on the ground, pick it up. Items like Apples will replenish your health bar and help you extend your game. Be sure to pick up items before the game warps you forward to new areas.



Invincibility Bust

Jessica statues are rare, powerful items that grant you temporary invincibility. Grab them, then wade into a crowd of thugs with impunity. Try to move to a safe location when the effects wear off, however.

Five-Finger Discounts

You're out for justice, but noble motives shouldn't stop you from picking up a little booty here and there. Items like Gold Bars and Radios will add thousands of points to your score.

Meals at Your Heels

Big items like Chicken and Pizza will give your health a big boost. They often appear after you move into a new segment of a level.

HANDS-ON KNOWLEDGE

Final Fight One is a frenetic button-masher, but you can make the most of your mashing by learning the many moves at your disposal. Learn when a standard kick will do or the health-draining Extra Joy is required.

Fists First

Your basic punch is the attack you'll use most often in the game. You can set the move to any button, but its default setting—the A Button—probably makes the most sense. Tap the attack button repeatedly to unleash different punch combinations.

Jump for Joy

Each character has an "Extra Joy" move that clears out any enemies in the immediate vicinity—at the expense of a little health. Don't use the move unless you are surrounded and in danger of receiving a severe beating.

Kicky Face

Hit the jump button then the attack button to unleash a flying kick at your enemy's face. It causes more damage than a simple punch, but it takes a little longer to execute. It also leaves you vulnerable while you're jumping.

Fling Foes

You can perform a throw move by hitting the attack button when you are very close to an enemy. Throw moves are particularly effective when you face multiple foes, because you can use a thrown enemy as a projectile.

Offensive Objects

Again, pick up weapons whenever they are available. They cause more damage than your fists and feet alone. Aim carefully when you use throwing knives—you don't want to waste the valuable projectiles.

KNUCKLE DOWN

You'll start your search for Jessica in the Slums of Metro City's West Side, then follow the Mad Gear Gang's trail into the nearby subway tunnels and nightclubs. You'll face increasingly powerful enemies as you get closer to your goal.

Street Cleaning

There are plenty of thugs to fight in the early stages of your search, but they tend to come at you one at a time. Just keep throwing punches, then move to the right whenever an arrow appears.

Top Thug

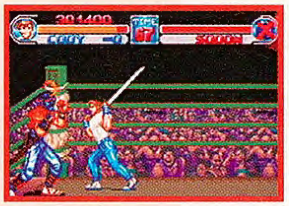
Your first boss battle is with one of the leaders of the Mad Gear Gang. He's a cowardly sort who will send out flunkies after you land a few punches on him. Watch out—he'll lunge at you just as you finish off his foot soldiers.

Rumbling and Rolling

You'll be introduced to bigger types of bad guys down in the subway. Concentrate on hitting the opponent who is closest to you. The little guys will tear you up if you concentrate on bigger foes.

Mob Rules

They may not be strong, but there are a lot of them. Punch selectively to keep enemies at bay, and try to finish off individual attackers to thin out the crowd. If you get into trouble, use your Extra Joy move.



Sinister Swordsman

The Oni Samurai is markedly tougher than any of the other enemies you will have faced. Punch or kick him to make him drop his swords, then use the deadly blades against him. He will try to return the favor.

Minigame: Car Wreck

Before you continue your search, pick up a pipe and vandalize a parked car for extra points. You can do only so much damage on one side of the car, so spread your attacks out over the entire surface of the vehicle.

Constant Confrontations

Things will heat up when you start frequenting the Metro City nightclubs. There are throngs of very tough enemies every step of the way. Try to throw them into each other—it's the best way to stay healthy.

Tag Team

Two twin terrors will temporarily kidnap you for a little side battle before you can move on in the level. There are all sorts of weapons in the ring, so you should try to defeat them with your bare hands.

Officer Unfriendly

A well-fed and very tough policeman will make your life difficult at the end of the stage. Use kicks as much as possible to wear down the crooked cop.

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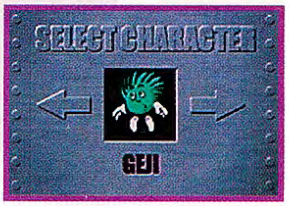
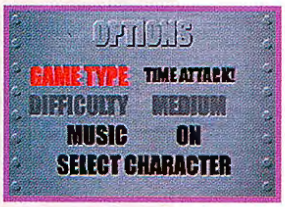
STIME FOR SNOOD

If Snood snew to you, then you probably don't download much shareware from the Internet. The color-matching puzzle game from Destination Software has been a mainstay on PCs for several years. It may remind you a little of Bust-a-Move, but its simplified game play and colorful characters add a new dimension to the fun. Fire colorful, little Snoods into each other so they cling together then fall from the lineup. There are several different modes on the Game Pak, but they are virtually indistinguishable from each other. A Two-Player Mode allows you to go head-to-head with a friend.



CLINGING CREATURES

Snood's simple premise can yield some surprisingly complex puzzles. You'll control a launcher at the bottom of the screen that fires Snoods into clusters of other characters at the top of the screen.



Required Options Menu

The Options menu is where you select the game you want to play, the game's difficulty and the character you want to see slowly drown in the "Danger!" window next to the Snood firing range.

Throwing Stones

The circular, stone Snood is the most desirable of the characters to find in your ammo pile. It will cling to the pile like any other Snood, then initiate a spinning attack that destroys any Snoods in its general vicinity.

Alternating Ammunition

The stone Snoods are rare—you'll usually have to fire the color-coded Snoods. Try to match at least three of the little guys to make them fall away from the pack.

PUZZLE

Puzzle Mode is the default setting when you turn on the game, so it will probably be the most popular variation of Snood. Try to clear progressively complex Snood configurations until you run out of lives.

Bank on It

Snoods will bounce off the sidewalls then stick when they hit other Snoods. Aim your shots like a master pool player to connect clusters at the top of the screen.

Snot That Hard

The first few puzzles are designed to ease you into the game. Take the opportunity to practice your aim with the Snood shooter.

Snot That Easy

The no-brainer puzzles at the beginning of the game quickly give way to very tough head-scratchers. Don't panic—you'd be surprised how easy it can be to recover from early mistakes.

Leave Them Hanging

The key strategy in Snood is to connect random Snoods to the bottom of a cluster that you can detach from the pile. If there are Snoods beneath a pile when it detaches, they will fall away, too.

R2, Turn Off the Crusher!

As time passes in the game, the Danger! window on the right side of the screen will fill with liquid. When the liquid reaches the top of the window, the ceiling above the Snoods will drop down one Snood-sized increment.

TIME ATTACK

Time Attack is the open-ended, less-contrived variation of Snood. The puzzles are less challenging, but the time constraints are designed to induce panic. Try to hold on as long as you can as the ceiling comes crashing down.

Cluster Busting

There's often no elegant, quick way to clear the Time Attack boards. Just do your best to whittle down the Snoods until you have some breathing room.

Take It to the Top

Sometimes clearing a board is ridiculously easy. When you see a row of identical Snoods across the top of the screen, try to angle a shot to the ceiling to make the whole shebang come crashing down.

Snood Squasher

Yes, the annoying ceiling still creeps down the screen in Time Attack Mode. Try not to get too stressed out over it. Turn off the sound if the alarm sound effects are making you panic.

Packed House

You'll often face a huge mass of Snood when a level begins. Don't try to look for a big break—methodically eliminate the creatures until you have some breathing room.

Point Blank

There will come a time when you need to let the Snoods come dangerously close to make progress. Keep an eye on the upcoming Snoods in your arsenal, and don't try any reckless combinations when the ceiling is about to drop.

CLASSIC

Classic Snood is the best choice for gamers who have a limited amount of time to play. You'll get one board to clear. When you're done, you'll view a little cinema scene then go back to the game's main menu.

Snood Sampler

You'll never know what kind of configuration you're going to get when you play Snood Classic. The objective is always the same—clear one screen to finish the game.

Match Game

There isn't anything special about the game play in Classic Mode. Work your way through the Snoods until the board is clear. You'll need to detach the skull-shaped Snoods by matching colored Snoods above them—or you can always use stone Snoods.

All Done

Classic Snood gives you a sense of accomplishment that you won't find in, say, Time Attack Snood. When you clear the screen, you're done. Your Snood duties are fulfilled.

JOURNEY

Journey Mode is loaded with the biggest, most complex Snood levels of all the modes. You haven't really played Snood until you've stared into the faces of Journey Mode's monster clusters. Get ready for a short, strange trip.

Easy to Fall

Journey Mode starts you off with a couple of easy challenges before it ramps up to the tough stuff. Enjoy the calm before the storm.

Any Way You Want It

Knock down the Snoods any way you like. It's fun to connect a lone Snood to a cluster above it—when it falls, a little parachute opens to break its fall. How cute!

Lay It Down

You'll have your work cut out for you when the journey starts getting rocky. Skull Snoods usually appear in very inconvenient places. You'll need to aim carefully to detach them.

Chain Reaction

You usually need to go into a jungle to see this many shrunken heads. When the Snoods shrink, so does your chance for an easy clearance. Their smaller size makes placement even more difficult.

Don't Stop Believing

There's no end to the journey in sight, but don't let that stop you from forging ahead. There's nothing you can't accomplish, once you get your heads together.

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BLOCK AND TACKLE

If you think you can handle all the jumping and running in 2-D platform games, maybe it's time to start building your own platforms. In Tang Tang, Take 2's new GBA platformer, you'll need to create and break blocks to reach items and complete levels. As one of four space soldiers, you'll square off against an endless supply of exasperating enemies in your quest to construct and consume. Tough bosses are ready to block your way, so good strategy should be the cornerstone of your adventure.

EARLY STEPS

Building diagonal steps is the key to most of Tang Tang's early levels. The first block you create is critical to the rest of the stairway, and you'll often need to build while enemies put pressure on you.

Greedy Little Tang

We'd like to say that you are guided by noble intentions in Tang Tang, but that simply isn't the case. Look for all the coins and money bags on a level. After you collect everything, a warp door to the next level will appear.

Shooting Stars

Press Down on the Control Pad then hit A to fire a blast that destroys some enemies. The star enemies on the second level will zap you and take away one of your lives if you don't zap them back.

Destroy Then Drop

On the third level, stay safely out of the way until a star enemy drifts by, then drop down to the coin on the right side of the screen. You'll need to destroy a block beneath your feet.

Hot Stuff

The fire-spitting gargoyles on the fifth level will destroy any blocks you build in front of them. They'll also burn you if you don't wait until the proper moment to pass them. Destroy the blocks directly above their heads then drop down to collect coins.

The Sun Is Brutal out Here

Unless you take precautions, you'll receive the worst kind of sunburn in the first boss battle. Step one: Destroy the two smaller enemies. Step two: Build a staircase to the open area at the top of the screen. Step three: Fire at will.

Detour

You can always create a block to send an enemy back the way it came. The block will be destroyed in the process, but that's OK—you won't have any emotional attachment to it.

Fight, Not Flight

Important items are often walled in with an enemy. In such instances, destroying the enemy should be your first priority. You're better off getting rid of any enemies at the first opportunity.

Goodbye Goons

Destroy any free-roaming enemies first, ask questions later. You should deal with potential threats proactively, even if they aren't threatening you at a particular moment.

Melting Menace

Remember the mean sun that you had to fight in the last battle? The mean snowman fights almost exactly the same way—he just does it at the other end of the thermometer. He's a little faster and meaner than his warm buddy, too.

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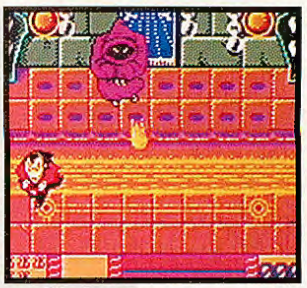
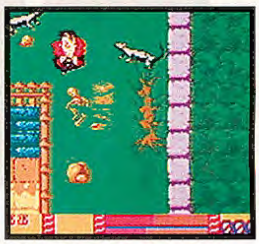
BETTER OFF UNDEAD



Buffy had better beware—Dracula has reawakened, and in DreamCatcher Interactive's fun adventure, he's one Crazy Vampire. As the Prince of Darkness, you'll have plenty of action to sink your fangs into as you go on an international quest to recruit fellow vampires so you can put the vampire-hating Grand Inquisitor to rest. Dracula: Crazy Vampire is a one-player blood-sucking romp for GBC (also compatible with GBA), and you'll meet up with other classic monsters as you explore castle mazes and seek shelter from the harmful sun. The Bride of Frankenstein, the Wolfman and other horror heroes rear their ugly heads, so you know you're in for a scream in the 17-level action spooktacular.

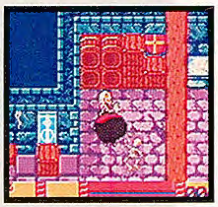


DRACULA'S CASTLE

After a good day's sleep, you'll wake up in your coffin to find that your castle has been taken over by the Grand Inquisitor's henchmen and dogs. You're defenseless at first, so work your way to the friendly witch who can help you in the northeast.

Wicked Help

When you find the witch, she'll give you a weapon that you can use to unleash bats. Press the A Button to fire your flapping friends and launch them at enemy dogs and guards. To defeat your foes, you must batter them with bats twice.



Blood Drive

You can replenish your health by sucking blood from human enemies. Before you can take a bite, though, you must stun your victim. Shoot one bat at a guard to paralyze him, then walk over to him to drain him. A small portion of your health meter will refill when you take a drink.

Dog Fighting

The dogs in the first level aren't very appetizing to Drac, so you won't be able to drain them. Instead, you must shoot two bats at them to defeat the hounds. Only humans can provide revitalizing blood, so don't attempt to bite the animals or undead creatures (such as skeletons) in later levels.

Witch's Brew

Throughout the game, you'll meet characters who'll ask you to retrieve something for them. The witch wants you to locate her potion, and you can find it downstairs. Shoot bats at the enemies who patrol the area, then take the potion back to the witch to receive a special brew.

Made in the Shade

When you give the witch the potion, she'll give you the power to walk in the sun. You can withstand the rays for a few seconds at a time, so seek shade in the outdoor levels. The bottom meter on the screen slowly drains when you're in the sun. If it runs out, you'll gradually take damage.

OUT FOR BLOOD

Once you're out of your castle, you'll travel the globe to enlist the help of each country's local vampire. The vamp will help you only if you finish the level while your health meter is at least half full. Avoid dipping below the halfway mark by draining humans.

Stay out of the Sun

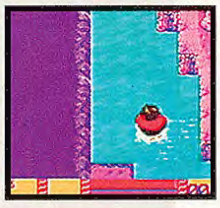
If you have to walk where the sun is shining, make a mad dash through the area by pressing and holding B while moving. Seek shelter in the shade before your sun protection potion wears off. To refill your potion meter, stand in the shade.

Potion Commotion

As you trek to the staircase or doorway leading to the local vampire, you'll find bottles of potion. Walk over them to take a drink. Some potions will replenish your health, while others will refill the meter that measures your level of sun protection.

A Healthy Finish

To unlock the lair of the Grand Inquisitor at the end of the game, you must have the help of the vampires you meet at the end of each level. They won't join forces with you if you're weak, so be sure to keep your health meter more than half full to get them on your side.



Stay out of the Water

Dracula is a crazy vampire, but he's not wild about getting wet. Water will harm him, so wade through pools quickly if you have to cross a body of water. In Level 12, you must slosh to an island in the north to reach the next area in the stage.

Monster Mash

Monsters, such as the Mummy and the Creature from the Black Lagoon, serve as bosses in the game. In the fourth level, the Wolfman awaits your arrival. Shoot bats at the shape-shifter, then quickly reposition yourself to the Wolfman's blind side. Repeat the process to defeat him.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES SEPTEMBER 2001

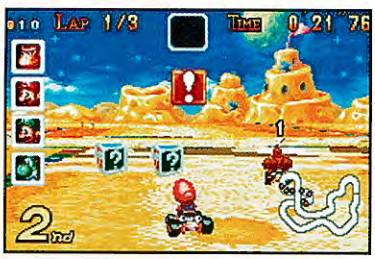
MARIO KART: SUPER CIRCUIT

4½

Rule the road with the coolest of the kart games.

What made the original Mario Kart for the Super NES such an innovative hit was that it wheeled out power-ups, weapons, collectibles and course obstacles. The racing game wasn't simply about driving from the starting line to the finish line—it was about how everything in between could be fun. Gamers got a lot of mileage out of Mario Kart because it was a blast to interact with your environment and opponents, and the GBA version puts the pedal to the metal by mingling the classic game play and mechanics from the Super NES version with graphics and goodies akin to the souped-up N64 model. Tight controls (power-sliding on GBA with the R Button is a breeze), tough opponents, 20 new serpentine courses, toe-tapping tunes, crystal-clear voice samples, smooth animation and convincing 3-D effects make Mario Kart: Super Circuit as slick as an oil spill dumped by Bowser (or any of the seven other drivers). Better yet, unlike the Super NES version, the GBA thrill ride revs up the multiplayer fun by sporting four-player, full-screen races and Battle Modes. Fast, furious and fun, Mario Kart: Super Circuit is an irresistible game, and it's surely destined to be a GBA classic.

COMMENTS: **Jenni**—The game has personality, plus the tracks are inspired and the items never fail to crack me up. **Oliver**—The multiplayer options really showcase the link capabilities of the Game Boy Advance. **George**—Mario Kart: Super Circuit is a great update of the Super NES kart classic, with detailed graphics, perfect play control and a lot of features from Mario Kart 64 mixed in. **Andy**—This is the best Mario Kart game yet. The rating system adds a lot of replay value.



- Nintendo/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Multi- and Single-Pak)
- 20 new tracks

ALAN ★★★★
DREW ★★★★★
GEORGE ★★★★½
OLIVER ★★★★½
SCOTT ★★★★½

EVERYONE
E
CONTENT RATED BY ESRB

PAC-MAN COLLECTION

4½

Feed your Pac-Man fever with four ghost-gobbling greats.

- Namco/32 Megabits
- 1 player
- 4 games

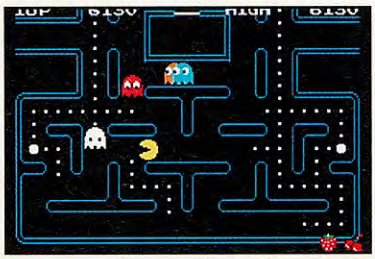
His profile looks like a pizza and he has an appetite like a garbage disposal. They're not the qualities you'd expect from an enduring hero, but Pac-Man has proven himself to be an arcade king with his ghost-gobbling maze games. Namco's Pac-Man Collection brings the original Pac-Man and three of its spin-offs to GBA, and the four-in-one bargain is a must-have for any arcade fanatic.

Classic Pac-Man blips and bleeps with authentic graphics, game play and sounds from the original, while Pac-Mania presents the dot-munching action in 3-D labyrinths, where you have the ability to jump over ghosts. The graphics in Pac-Mania are a feast for the eyes, but most Pac fanatics will eat up the primo Pac-Man Arrangement.

The clear leader of the pack, Pac-Man Arrangement takes the classic Pac-Man formula and adds power-ups, warping ghosts, speed boosts and multifloor mazes connected by ladders.

Pac-Attack is, by far, the most unusual game of the bunch, turning Tetris into a game of block busting and ghost munching. It's a fun twist on puzzles, and all four addicting games offer something for Pac-Man fans and arcade gamers who are looking for big variety and big fun.

COMMENTS: Oliver—A good mix of something old and something new. It's the variations on Pac-Man that make this collection interesting. Jenni—As with the equally fantastic Namco Museum, the game does seem a little weird when the entire playing area can't fit on the GBA's screen, but you get used to it. Jill— It's got everything from the original Pac-Man to the new and improved Pac-Attack.



DREW
JENNI
JILL
OLIVER
SCOTT

EVERYONE
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CONTENT RATED BY ESRB

KLONOA: EMPIRE OF DREAMS

4

Puzzles and platforming collide in a Namco side-scroller.

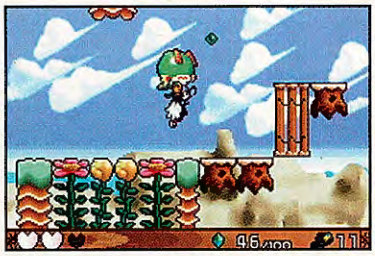
- Namco/32 Megabits
- 1 player
- 5 worlds
- 40 levels

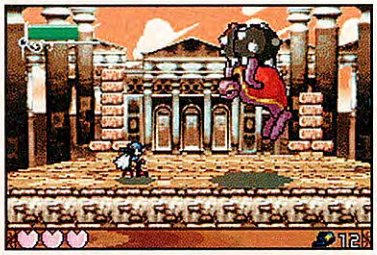
While the strategy in most side-scrolling platformers boils down to jumping over enemies, climbing up ladders and leaping across gaps, Klonoa: Empire of Dreams makes each area of its hop-and-bop game a self-contained puzzle. Klonoa is Namco's scruffy, lop-eared hero who finds himself imprisoned by a sleepless emperor who has outlawed dreaming. To win a pardon from the imperial insomniac, Klonoa must travel across five worlds to defeat four monsters.

Getting through all 40 levels won't be easy, though, since Klonoa can double-jump only by using an inflatable enemy he's shot with one of his air bullets. By bringing a bloated baddy to the foot of a high-up ledge, Klonoa can pop the enemy and use its burst of air for a boost. Ballooning enemies aren't reusable, but blocks are, and the big challenge in the game is repositioning those items in key locations to reach isolated areas.

Cute, candy-coated graphics highlight the ingenious puzzles, but some levels will speed by so quickly that you won't notice. Every few levels, you'll hit the slopes on a hover board, and you'll need hair-trigger reflexes to shoot inflatable foes so you can catch extra air and reach collectible gems floating above the mountaintops. Whether you're looking for puzzle fun or platformer action, Klonoa offers a dreamy mix of both genres. It's the thinking person's platformer.

COMMENTS: Oliver—Slick graphics and fun problem-solving, but not much else makes this game stand out. Scott—The puzzles are clever and the action is fun. Most of the areas aren't overly challenging, but every now and then you run into a mind-bender.





ALAN
CHRIS
JILL
OLIVER
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EVERYONE
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CONTENT RATED BY ESRB

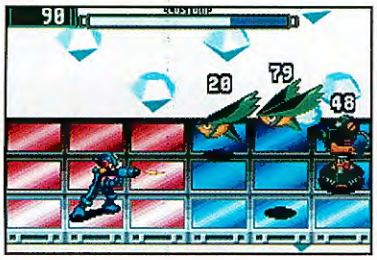
MEGA MAN BATTLE NETWORK

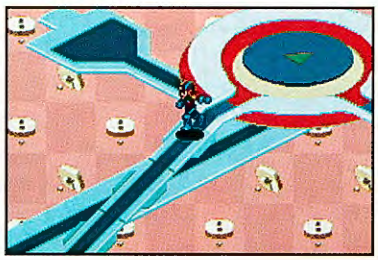
Boot up the Blue Bomber for a cyber slugfest.

4

It's not the Mega Man game you grew up with, but Capcom's unusual adventure still features the powered-up, fast-blasting action that the platformer series is known and loved for. Battle Network ditches the 2-D, side-scrolling setup of previous Mega Man games to take you to the all-new dimension of cyberspace. In the inspired adventure, Mega Man is an online entity who exists only in cyberspace. The three-quarter-view action game takes place in both a virtual world and a futuristic real world, where schoolboy Lan hacks into mainframes and other wired devices to boot up Mega Man and bust up computer viruses. As both Lan and Mega Man, you'll journey through mazelike worlds, searching for clues and ways to access restricted areas so you can stop a suspicious virus outbreak.

When trouble arises, you'll play as Mega Man in a cyber showdown. The innovative battle system takes place on a grid, and you must stay on your half of the game board. Combat may resemble turn-based, RPG-style fights, but the bouts take place in real time, so you can move from square to square and shoot at will. As time passes in battle, your power meter will fill up so you can arm one of your Battle Chips (there are 175 to collect), which will enable you to do things, such as throw bombs, shoot splintering lasers or remove pieces from the grid. The involving adventure and colorful graphics are great, but the star of the show is the daring battle setup, which makes close-quarters fighting a more interactive, dynamic and original experience.





COMMENTS: Chris—The battles require both strategy and quick reflexes. Alan—It's not a side-scroller, but if that doesn't make you run screaming into the night, then you'll probably have a pretty good time with MMBN.

- Capcom/64 Megabits
- 1 player
- Game Link compatible (Multi-Pak only)
- 175 Battle Chips to collect and trade

ALAN
ANDY
CHRIS
DREW
SCOTT

EVERYONE
E
CONTENT RATED BY ESRB

FINAL FIGHT ONE

Punch, kick, walk. Punch, kick, walk.

3½

Fans of Capcom's Street Fighter series should be no stranger to the beat-'em-up games' side-scrolling cousin, Final Fight. Based on the original arcade hit, Final Fight One is a rumble on the run that sends you into the mean streets of Metro City to beat up thugs who'll assault you every step of the way. Foregoing the elaborate combos of the Street Fighter games, Final Fight One packs a wallop with easy-to-execute punches, kicks, lunges and throws that test your reflexes rather than your ability to memorize button sequences.

The Game Box Advance version of Final Fight is pretty similar to the Super NES adaptation from 1991, except the Super NES version didn't include every level from the arcade game. The GBA version doesn't pull any punches, and it includes Rolento's Level 4, which never made it into the Super NES version. The GBA update also includes new character scenes and a two-player cooperative Multi-Pak mode so two street fighters can take out the trash in tandem. Equally cool are the dazzling 2-D anime graphics and quick-acting controls. The game play is pretty mindless, but it's true to the old-school classic and it'll hit hard with gamers who are looking for a fistful of furious fighting fun.

COMMENTS: Alan—No one can hate a game this cheesy. Everything about this game is 100% faithful to the arcade. George—As is the case with Street Fighter II, the animation of the big fighters can be a little choppy, but the action is fast and the play control is very responsive. The game boils down to a long succession of fights.

- Capcom/32 Megabits
- 1 to 2 players simultaneously
- Game Link compatible (Multi-Pak only)
- 3 playable characters

ALAN
CHRIS
GEORGE
OLIVER
SCOTT

TEEN
T
CONTENT RATED BY ESRB
Violence.

JURASSIC PARK III: PARK BUILDER

Flirt with dinosaurs and disaster in a theme park sim.

3½

While the movie trilogy revealed the horrors of what could happen when a theme park stocked with live dinosaurs goes out of control, Jurassic Park III: Park Builder lets you uncover what could happen if such a park was up and running. How smoothly things go is up to you, and Konami's simulation gives you the reins so you can build and manage your own Jurassic Park. JP3PB allows you to do everything from landscaping the island and constructing hotels, eateries and dino pens to routing tour buses and placing ads for your park in various media.

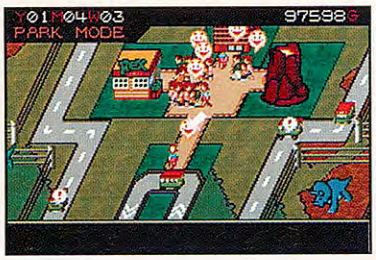
Your job is to rake in a big profit while keeping tourists happy, and their swinging moods change according to line lengths, souvenir selection, the prices you charge and the quality of your exhibits. Everything you do has a ripple effect on everything else, and JP3PB's numerous micromanagement menus are user-friendly so you can easily experiment with tweaking the variables.

Park Builder gives you full control over almost everything—except the dinosaurs. By dispatching archaeologists across the globe, you can dig up amber, which your labs use to extract dinosaur DNA. The game boasts over 100 different species to raise, and you must monitor their health—as well as the integrity of their pens. You don't want your dinos to get sick or eaten, but most of all, you don't want them to escape. You know what happened in the movies, and it's that element of danger that makes JP3PB especially fun and unusually exciting for a sim.

- Konami/32 Megabits
- 1 player
- Game Link compatible (Multi-Pak only)
- Over 100 dinosaurs to find and trade

ALAN ★★★½
CHRIS ★★★★
DREW ★★★½
JENNI ★★★★
JILL ★★★

EVERYONE E CONTENT RATED BY ESRB



COMMENTS: Jill—Combine a virtual pet with a classic lemonade stand. It makes for a slow-moving RPG. Jenni—This one has a dinoriffic charm I can't resist. I like it when the dinosaurs eat each other the best.

LEGO BIONICLE: QUEST FOR THE TOA

The Bionicle chronicles crank out basic adventuring.

2½

The latest toys in the LEGO line of constructible playthings are Bionicles, robotic warriors who live in a primitive island culture. In their first GBA game, the Bionicles must liberate their paradise from the dark rule of the Makuta. Like most LEGO games, LEGO Bionicle targets intermediate gamers, and the large adventure does a bang-up job of easing players into the ins and outs of roaming, pushing boulders, jumping across water and throwing rocks at enemies. That's pretty much the gist of the uneventful game, though the action is spiced up with the occasional minigame, such as a boat race or Dig-Dug-style excavation. The minigames are the best part of the bird's-eye-view adventure, and up to four players can give them a go once you've unlocked them.

When you begin your quest, you can customize the look of your character, choosing the color of its head, arms and legs. Building your Bionicle is about the only thing in the game that gives the slow-paced adventure a distinct, LEGO feel, but the exotic locales and mild challenges might still enchant younger gamers and LEGO buffs. The graphics are lackluster, and the controls need some polishing—powering up your throws and jumping across tiny turtles you've plopped in the water takes precision and plenty of patience. The game isn't built as well as a LEGO playset, so Bionicle offers mild entertainment that will appeal mainly to big-time collectors of LEGO toys.

- LEGO/64 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Multi- and Single-Pak)

ALAN ★★
ANDY ★★½
CHRIS ★★★
OLIVER ★★★
SCOTT ★★★

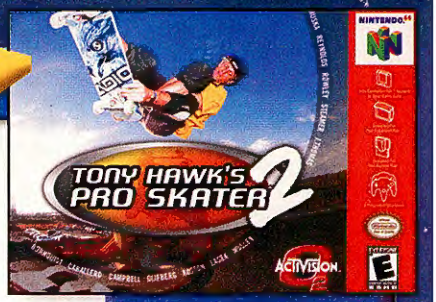
EVERYONE E CONTENT RATED BY ESRB

COMMENTS: Chris—The graphics, particularly the background rocks, rivers, etc., look really nice, but the game itself leaves quite a bit to be desired. The character is hard to control, especially when he has to make difficult jumps.

TONY HAWK'S PRO SKATER 2

4½

The ollie follies are back to bust out bigger tricks.



If you flip for extreme sports and stunt games, but you don't own a copy of Tony Hawk's Pro Skater, you won't want to pass up Activision's second installment of the skateboarding smash. If you loved the original, you'll also want to grab the sequel, since Tony Hawk's Pro Skater 2 rolls out everything fans of the original want, which is more, more, more. Tricked out with eight new tracks and three new riders (including Steve Caballero), THPS2 rides out the original's stellar features and brings back the well-oiled physics while busting out ramped-up improvements.

THPS2 doesn't look very different from its predecessor, sporting the same stellar animation set in new locales. The sequel's changes are more than skin deep, though, and THPS2 adds a two-player Tag game, new combos and moves, more collectibles and outrageous objectives, manual tricks for button-mashing pros, money to earn, tricks and boards to buy, and characters and skate parks you can design yourself. Pro Skater provided free-wheelin' fun that was limited only by its number of courses. With the sequel's Park Editor, you can place ramps, rails, funboxes and other skate essentials wherever you want, so you're limited only by your imagination. Pro Skater 2 may be Tony Hawk's N64 swan song, but, in essence, his last hurrah gives you the power to design and edit your own personal sequels.

COMMENTS: George—If it's possible for a game to have more energy than the original THPS, the sequel has achieved that. It's fast, loud and dizzyingly fun. Alan—It would be a five-star affair, but the game has some serious pop-up and clipping issues. Oliver—So much has been added to make this the ultimate skateboarding game.

- Activision/128 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements

ALAN
ANDY
GEORGE
OLIVER
SCOTT

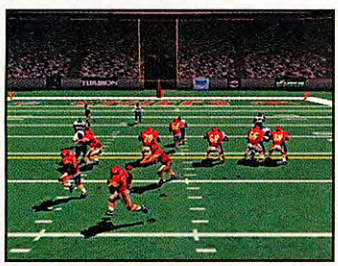
EVERYONE
E
CONTENT RATED BY ESRB

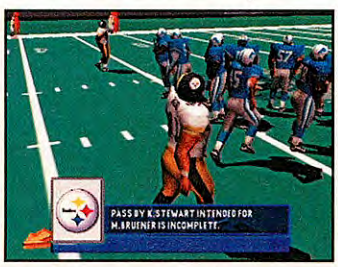
MADDEN NFL 2002

3½

EA's football sim dives into the N64's end zone.

Only one of the handful of annual gridiron video games is being updated for the N64 this year, and it makes perfect sense that the last of the N64 pigskin Paks is John Madden's venerable entry. While NFL Blitz was the over-the-top arcade-style football button-masher and NFL Quarterback Club sported the best graphics, EA's long-running Madden series was the top draft choice for armchair quarterbacks who wanted to strategize every play and manage every nitpicky aspect of the sport. Madden NFL 2002 is essentially a carbon copy of the 2001 game (right down to the menu setups, so-so graphics, relentless CPU blockers, difficult passing and cool, collectible cards you earn by pulling off various feats on the field) with updated rosters and new commentary by Madden. Current teams and players are exactly what football fanatics are looking for in this satisfying sim, so sports enthusiasts will want to tackle the deep, involving game for the updated info alone. But the kicker is that the 2002 edition also boasts the original Super NES version of the game (old-school graphics and game play updated with current rosters), and that bonus helps the excellent Madden series go out with a bang.





COMMENTS: Scott—The 2002 version of EA's classic is as good as the previous Maddens, but apart from the new rosters and the new expansion franchise, there's not much that's new. The Classic Madden Mode is cool if you had the Super NES game but may not be enough reason to update your library. Oliver—Not much more than updated players and stats, but still the best football game for the N64. Alan—If you own 2001, you can safely pass on 2002.

- EA/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements

ANDY
CHRIS
GEORGE
OLIVER
SCOTT

EVERYONE
E
CONTENT RATED BY ESRB

TOMB RAIDER: CURSE OF THE SWORD

Lara Croft takes Manhattan in a big city treasure hunt.

3

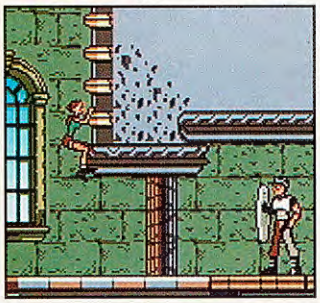
- Activision/32 Megabits
- 1 player
- 6 levels

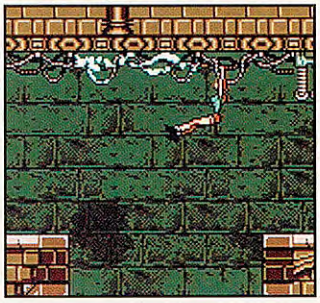
ALAN
CHRIS
GEORGE
JENNI
JILL

EVERYONE E CONTENT RATED BY ESRB — Violence.

After gracing the big screen in her summer movie, Lara Croft is ready to return to her roots in an all-new video game treasure hunt. Tomb Raider: Curse of the Sword, in fact, returns very close to Lara's PC gaming roots. Like last year's Tomb Raider game for GBC, Lara Croft's latest outing touts the franchise's trademark features: sprawling, enemy-ridden areas stuffed with lots of switches to trip and plenty of backtracking to do so you can find out what you've unlocked.

Curse of the Sword also features Lara's trademark actions, including her feline acrobatics, lock-on targeting and fluid maneuvers—including her secret handstand dismount, which has never been disclosed in any of the games' instruction manuals (press A and B simultaneously after climbing to the top of something to try out the move). While the slick animations will wow you, it's the eye-popping presentation that also slows down the action. It would be nice if Lara moved a lot faster than she does, but, since her animations are so detailed, simple motions are drawn out to show off how almost every part of her body moves realistically. It's a small point to quibble over since Tomb Raider's look is outstanding, but the side-scrolling format of the GBC game is better suited for quicker payoffs and fast-paced thrills. Nevertheless, the game is an above-average experience that's worthwhile if you're seeking a substantial adventure rather than arcade-style urgency.





COMMENTS: George—Like every Tomb Raider game before it, Curse of the Sword features detailed and smooth animation that, at times, really gets in the way of the play control. It's a little messy. But if you can get past that, it's fun to watch and it has a good story and some interesting puzzles.

KEY

Adventure · Arcade · Fighting · Platform · Puzzle · RPG · Racing · Shooter · Sports · Strategy

Essential!! · Try it out! · Forget it.
Get it soon! · Maybe... · Avoid!!!

ESRB RATINGS

To contact the ESRB, call 1-800-771-3772.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- eC — Early Childhood
- T — Teen (13+)
- AO — Adult (18+)
- E — Everyone
- M — Mature (17+)
- RP — Rating Pending

CRITICAL MASS

Each game's overall score is an average of *all* of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:
ANDY:
CHRIS:
DREW:
GEORGE:
JASON:
JENNI:
JILL:
OLIVER:
SCOTT:
SONJA:

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Volume 149 October 2001

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Luigi's Mansion

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Volume 146 (July '01): Tony Hawk's Pro Skater 2 (GBA), Castlevania: Circle of the Moon, Alone in the Dark: The New Nightmare, Bomberman Tournament, Dragon Warrior III (GB), Lufia: The Legend Returns, Tony Hawk's Pro Skater 2 Preview (N64), Super Street Fighter II: Turbo Revival Preview, E3 Special Report—Part 2, Pokémon Crystal Preview, Password Secrets for Legend of Zelda: Oracle of Seasons/Oracle of Ages.

Volume 145 (June '01): Super Mario Advance, Rayman Advance, F-ZERO Maximum Velocity, Pinobee: Wings of Adventure, The Legend of Zelda: Oracle of Seasons/Oracle of Ages, Pitfall: The Mayan Adventure, Castlevania: Circle of the Moon Preview, E3 Special Report, Tony Hawk's Pro Skater 2 Preview (GBA).

Volume 144 (May '01): The Legend of Zelda: Oracle of Ages/Oracle of Seasons, Mario Party 3, Xena: Warrior Princess (GB), Indiana Jones and the Infernal Machine (GB), Super Mario Advance Preview, F-ZERO Maximum Velocity Preview, Dragon Warrior III Preview (GB), Rayman Advance Preview, 2000 Nintendo Power Awards Winners.

Volume 143 (Apr. '01): Dr. Mario 64, Pokémon Stadium 2—Part 2, Aidyn Chronicles—Part 2, Kirby Tilt 'n' Tumble, Magi-Nation—Part 2 , Game Boy Advance Launch, Mario Party 3 Preview, The Legend of Zelda: Oracle of Ages Preview, Indiana Jones and the Infernal Machine Preview (GB).

Volume 142 (Mar. '01): Pokémon Stadium 2, Paper Mario—Part 2, Aidyn Chronicles: The First Mage, Mickey's Speedway USA (GB), Magi-Nation, Warriors of Might and Magic, Scooby-Doo! Classic Creep Capers (GB), The Legend of Zelda: Oracle of Seasons Preview, 2000 Nintendo Power Awards Nominations.

Volume 141 (Feb. '01): Paper Mario, Mega Man 64, *Star Wars:* Episode I: Battle for Naboo, Player's Choice Series (Perfect Dark, Pokémon Stadium, Pokémon Snap, Super Smash Bros., Donkey Kong 64), Heroes of Might and Magic II, Hype: The Time Quest, Mario Tennis (GB), Pokémon Stadium 2 Preview, Magi-Nation Preview.

Volume 140 (Jan. '01): Spider-Man, Banjo-Tooie—Part 2, The Legend of Zelda: Majora's Mask—Happy Mask Hunting, Tom and Jerry in Fists of Furry, Mega Man Xtreme, Metal Walker, *Star Wars:* Episode I: Obi Wan's Adventures, Robopon: Sun Version, The Powerpuff Girls in Bad Mojo Jojo/Paint the Townsville Green, Aidyn Chronicles Preview, Heroes of Might and Magic II/Warriors of Might and Magic Preview.

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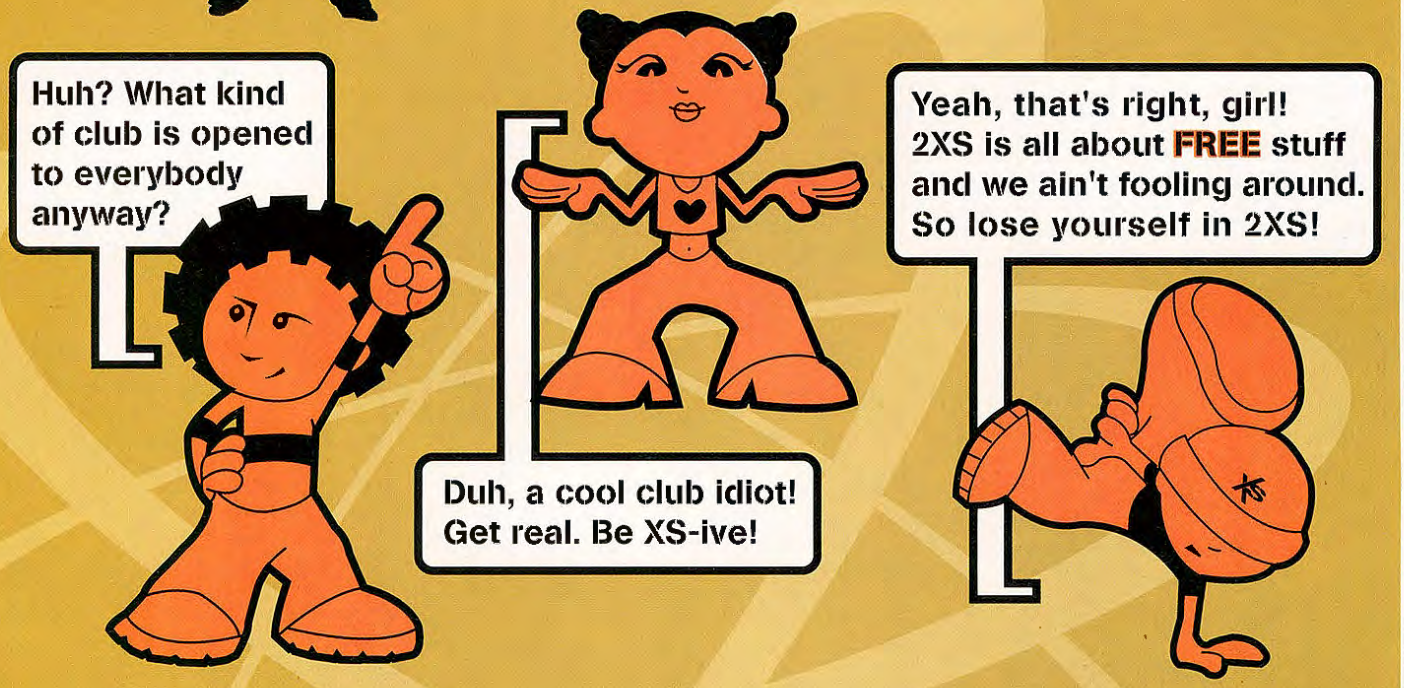
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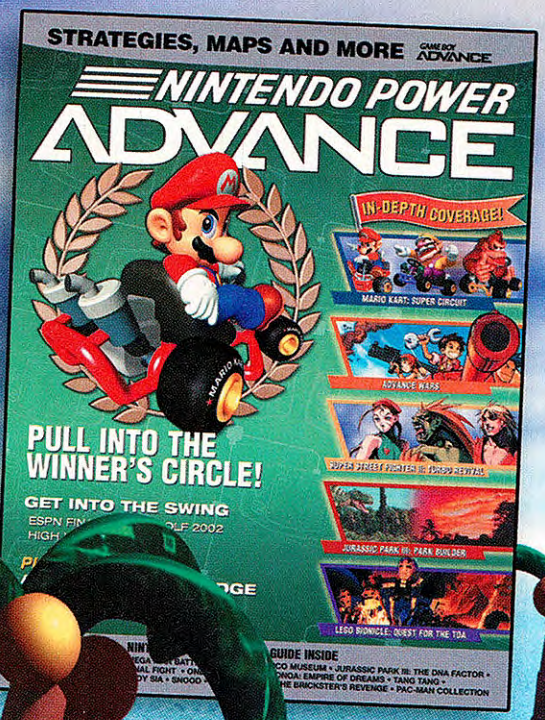
Take the Checkered Flag



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NOVEMBER 2001

EVERYONE E CONTENT RATED BY ESRB

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